Dungeons & Dragons® Supplement

Complete Arcane™

A Player's Guide to Arcane Magic for All Classes

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Contents

Introduction 4
The Nature of Magic 4
Arcanist, Mage, or Wizard? 4
What You Need to Play 4

Chapter 1: Classes 5
Warlock 5
Game Rule Information 7
Warlock Invocations 8
Eldritch Essence Invocations 8
Blast Shape Invocations 9
Other Invocations 9
Warmage 10
Game Rule Information 12
Wu Jen 14
Game Rule Information 15

Chapter 2: Prestige Classes 17
Picking a Prestige Class 17
Warlocks and Prestige Classes 18
Acolyte of the Skin 19
Sample Acolyte of the Skin 20
Alienist 21
Sample Alienist 23
Argent Savant 24
Sample Argent Savant 25
Blood Magus 26
Sample Blood Magus 29
Effigy Master 30
Sample Effigy Master 31
Elemental Savant 32
Sample Elemental Savant 34
Enlightened Fist 34
Sample Enlightened Fist 36
Fatespinner 37
Sample Fatespinner 38
Geometer 39
Sample Geometer 40
Green Star Adept 41
Sample Green Star Adept 43
Initiate of the Sevenfold Veil 44
Sample Initiate of the Sevenfold Veil 47
Mage of the Arcane Order 48
Sample Mage of the Arcane Order 50
Master Transmogrifist 51
Sample Master Transmogrifist 53
Mindbender 54
Sample Mindbender 56
Seeker of the Song 56
Sample Seeker of the Song 59
Sublime Chord 60
Sample Sublime Chord 62
Suel Arcanamach 63
Sample Suel Arcanamach 65
Wayfarer Guide 65
Sample Wayfarer Guide 66
Wild Mage 68
Sample Wild Mage 70

Chapter 3: Arcane Feats 71
Invocations and Spell-Like Abilities 71
Feats and Weaponlike Spells 72
Feat Descriptions 73

Chapter 4: Spells and Invocations 85
Weaponlike Spells 85
Critical Hits 85
Sneak Attacks 86
Spell Lists 86
New Assassin Spells 87
New Bard Spells 87
New Cleric Spells 87
New Druid Spells 87
New Ranger Spells 88
New Sorcerer/Wizard Spells 88
Warmage Spells 90
Wu Jen Spells 91
Spells 96
Warlock Invocations 130
Name 130
Grade 130
Level Equivalent 130
Blast Shape or Eldritch Essence 130
Least Invocations 131
Lesser Invocations 131
Greater Invocations 131
Dark Invocations 131
Invocation Descriptions 132

Chapter 5: Magic Items 137
Alternate Item Types 137
Potions 138
Scrolls 138
New Types of Items 139
Contingent Spells 139
Spellbooks 139
Using Spellbooks 140
Spellbook Construction 140
Protecting Spellbooks 140
Magic Items 141
New Special Material 141
New Armor Special Abilities 142
New Specific Armor Descriptions 142
New Weapon Special Abilities 143
New Ring Descriptions 144
New Rod Descriptions 145
Metamagic Rods 146
New Staff Descriptions 146
New Wondrous Item Descriptions 147

Chapter 6: Arcane Monsters 151
Effigy Creature 151
Sample Effigy Creature 152
Creating an Effigy 152
Constructing an Effigy 153
Elemental Grue 153
Chaggrin (Earth Grue) 153
Harginn (Fire Grue) 154
Ildriss (Air Grue) 155
Vardigg (Water Grue) 155
Elemental Monolith 156
Air Monolith 156
Earth Monolith 157
Fire Monolith 158
Water Monolith 158
Pseudonatural Creature 160
Sample Pseudonatural Creature 160
Creating a Pseudonatural Creature 161
Spellstitched 161
Sample Spellstitched Creature 161
Creating a Spellstitched Creature 162

Chapter 7: Arcane Campaigns 163
Bards 163
Sorcerers 164
Warlocks 164
Warmages 165
Wizards 165
Specialist Wizards 166
Abjurers 166
Conjurers 166
Diviners 166
Enchanters 167
Evokers 167
Illusionists 167
Necromancers 168
Transmuters 168
Wu Jen 169
The DM and the Arcane Campaign 169
Pacing the Arcane Game 169
Designing Adventures for Spellcasters 169
World Building with Magic 172
Arcane Events 175
Spell Duels 175
Tournaments Arcane 178
Arcane Organizations 179
The Arcane Order 181
Seekers of the Song 183
The Wayfarers Union 184
Arcane Lore 185
Multiclass Specialists and Prohibited Schools 185
Alternative Spellbooks 186
Patron Deities 188
Epic Arcane Characters 188
Becoming an Epic Arcane Character 188
Epic Warlocks, Warmages, and Wu Jen 189
Epic Prestige-Class Characters 190
Epic Feats 190

Appendix 192

Introduction

Almost every session of a D&D game will at some point turn on the power of arcane magic. Even if no players in a campaign are playing arcane spellcasters (as rare as that would be in most games), the heroes will inevitably encounter villains or NPC allies who do command arcane power, not to mention the wealth of monsters in the game that wield arcane spells or spell-like abilities of their own. Regardless of their own involvement with magic, heroes ignore the power of the arcane at their peril.

THE NATURE OF MAGIC

While magic allows characters to perform many wondrous acts, it's also important to roleplay the limitations of magic—exclusivity, mystery, and unpredictability.

Exclusivity refers to the idea that magic isn't necessarily easily accessible to everyone who wants to use it. This might be the single most important difference between magic and technology, given that once it becomes common knowledge how to achieve some specific technological goal (creating a matchlock musket, for instance), anyone else should be able to obtain the same results by following the same steps in the technological creation process.

Knowledge of magic and technical learning propagate in very different ways, though. In an average city in which a hundred people might have sufficient skill to build a matchlock musket, only a dozen mages might have sufficient knowledge and ability to master a new spell or reproduce a desired arcane effect. Even if magical knowledge is made available, a majority of people will always be incapable of making use of it, lacking either the required heritage, the blessing of a capricious deity, or a mind trained by years of exercise and meditation.

Mystery is a natural consequence of exclusivity, for with magic, knowledge is power in a very literal sense. A wise mage thinks long and carefully before sharing knowledge of a spell with someone he doesn't know well, and some magical innovations have been discovered and lost many times as a result. Likewise, countless fragments of learning and lore come to light again and again in the arcane world—innovations gleaned by individuals who then conceal their discoveries, or which are simply forgotten when their creators die.

Finally, unpredictability refers to arcane magic's incomplete and imperfect nature. No single arcanist, no matter how powerful, knows all spells, all feats, and all methods of casting. In magic, not even the most powerful of spells is absolute, and exceptions and unforeseen complications come along with every arcane rule and law.

ARCANIST, MAGE, OR WIZARD?

A number of terms can be used to describe arcane spellcasters, some with specific meanings and others simply descriptive.

Arcanist: Any character who can cast arcane spells. The term is essentially synonymous with "arcane spellcaster."

Archmage: A character with levels in the archmage prestige class (see the *Dungeon Master's Guide,* page 179), though highly accomplished mages are often referred to as archmages even if they don't have actual archmage levels.

Mage: An arcane spellcaster whose primary talent is spellcasting. Bards, for example, are not referred to as mages (as sorcerers and wizards are) because spellcasting is simply one facet of their overall talents.

Sorcerer: A member of the sorcerer class. In general, if it's not known whether a character is a sorcerer or a wizard, he is referred to as a mage or arcanist.

Specialist: A wizard who has specialized in a school of magic. A specialist should rightly be referred to by the name that goes along with his specialty—abjurer, conjurer, diviner, enchanter, evoker, illusionist, necromancer, or transmuter.

Warlock: A member of the warlock class, described in this book beginning on page 5.

Wizard: A member of the wizard class. The term includes both specialized and nonspecialized wizards, but if a wizard's school of specialty is known, he is referred to by the appropriate specific name.

WHAT YOU NEED TO PLAY

Complete Arcane makes use of the information in the three D&D core rulebooks—*Player's Handbook, Dungeon Master's Guide, and Monster Manual.* In addition, it includes references to material in the *Epic Level Handbook* and the *Underdark* supplement for the *Forgotten Realms Campaign Setting.* Although possession of either or both of these supplements will enhance your enjoyment of this book, they are not strictly necessary.

SOURCES

This book includes material from other sources, including *Dragon Magazine,* web articles previously published on the Wizards of the Coast website, and earlier publications such as *Oriental Adventures* and *Tome and Blood.* This material has been picked up and revised to v.3.5 based on feedback from thousands of D&D players comparing and debating the strengths and weaknesses of characters and options at gaming conventions, on message boards, on email lists, and over the counters of their friendly local gaming stores.

Most of the changes we made to previously published material are intended to create an improved version of that material—to help out prestige classes that were formerly suboptimal choices, to adjust feats or spells that were simply too good, or take whatever steps the D&D v.3.5 revision made necessary for each individual class, feat, spell, or item. Of course, if you're playing with older material and it's working fine in your game, you shouldn't feel compelled to change.

Illus. by M. Cavotta

Wizards, sorcerers, and bards represent three approaches to classes based on arcane spellcasting. While they offer a tremendous amount of versatility, they're not the only arcane spellcasters the game could feature. This chapter presents three new standard character classes: the warlock, the warmage, and the wu jen. Unlike a prestige class, a new standard character class is designed for use from a character's first class level.

Warlock: A supernatural character whose sinister powers are inborn abilities, not spells.

Warmage: A militant spellcaster whose training focuses on battlefield magic. The warmage first appeared in the *Miniatures Handbook*.

Wu Jen: A mysterious wizard of the eastern world, whose arcane lore revolves around mastery of the elements. The wu jen first appeared in *Oriental Adventures*.

WARLOCK

Born of a supernatural bloodline, a warlock seeks to master the perilous magic that suffuses his soul. Unlike sorcerers or wizards, who approach arcane magic through the medium of spells, a warlock invokes powerful magic through nothing more than an effort of will. By harnessing his innate magical gift through fearsome determination and force of will, a warlock can perform feats of supernatural stealth, beguile the weak-minded, or scour his foes with blasts of eldritch power.

Adventures: Many warlocks are champions of dark and chaotic powers. Long ago, they (or in some cases, their ancestors) forged grim pacts with dangerous extraplanar powers, trading portions of their souls in exchange for supernatural power. While many warlocks have turned away from evil, seeking to undo the wrongs of their former colleagues, they are still chained by the old pacts through which they acquired their powers. The demand to further the designs of their dark patrons, or to resist them, drives most warlocks to seek the opportunities for power, wealth, and great deeds (for good or ill) offered by adventuring.

Characteristics: Warlocks harbor great reserves of mystical energy. The font of dark magic burning in their souls makes them resistant to many forms of attack and arms them with dangerous power. Warlocks do not wield spells, but they do learn to harness their power to perform a small number of specific attacks and tricks called invocations. Warlocks make up for their lack of versatility by being tougher and more resilient than sorcerers or wizards.

Alignment: Warlocks are often chaotic or evil (and more than a few are both). The powers they serve can be cruel, capricious, and wild, unbound by conventional views of right and wrong. However, even warlocks who derive their powers from the most sinister of patrons have been known to turn the black powers at their command against evil. A good-aligned warlock is a grim and fearsome enemy of evil. All too familiar with the darkness lurking in his heart, he gazes unflinchingly on the evil in others and battles the foulest of foes without fear.

Religion: Warlocks know firsthand the power of supernatural beings, so they do not scorn religion. Evil warlocks sometimes seek the favor of cruel and bloodthirsty deities, while good warlocks often turn to the worship of noble and true deities for the strength to win the battle raging in their tortured souls.

Background: Warlocks are born, not made. Some are the descendants of people who trafficked with demons and devils long ago. Some seek out the dark powers as youths, driven by ambition or the desire for power, but a few blameless individuals are simply marked out by the supernatural forces as conduits and tools. The exact nature of a warlock's origin is up to the player to decide; just as a sorcerer is not beholden to the magic-wielding ancestor that bequeathed his bloodline with arcane power, a warlock is not bound to follow the source that gifted him with magic.

Warlocks are not half-fiends or tieflings by default (although many creatures of those kinds become some of the most powerful and terrifying representatives of the class). The mark that the supernatural powers leave on their servants is often a mark in the soul, not the flesh. In fact, many warlocks are created by nonevil powers—wild or fey forces that can be every bit as dangerous as demons or devils. Whatever their origin, warlocks are widely feared and misunderstood. Most are wanderers who rarely stay in one place for long.

Illus. by M. Cavotta

Morthos, a warlock

Races: Ambitious and often unprincipled, humans are the most likely to seek out the dangerous shortcuts to power that lead to life as warlocks. Half-orcs are common as warlocks as well, since they often find that the powers that create warlocks do not discriminate against individuals of mixed heritage. Warlocks of other races are rare at best.

Other Classes: The warlock views sorcerers and wizards as bitter rivals. He values the strength and cleverness of resourceful fighters and rogues but rarely gets along with clerics or paladins. Of course, most warlocks understand that it's a bad idea to antagonize their comrades (especially those who hold the key to healing magic), and so they work out an uneasy truce with characters who otherwise might ostracize them.

Role: A warlock serves much the same role in an adventuring party as a sorcerer or wizard would. He is much more limited in his abilities compared to the spell selection of spellcasters, and he must rely on his *eldritch blast* in place of the spell power of an arcane caster. Like a bard, he often fits best in a party that already has another spellcaster or two, since his unique abilities provide him with little magic to use for his companions' benefit.

GAME RULE INFORMATION

Warlocks have the following game statistics.

Abilities: A high Charisma score makes a warlock's invocations harder to resist. High Dexterity is very valuable to a warlock, allowing him to better aim his eldritch blasts, and a good Constitution score is also useful.

Alignment: Any evil or any chaotic.

Hit Die: d6.

Class Skills

The warlock's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points at 1st Level: (2 + Int modifier) × 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All the following are class features of the warlock.

Weapon and Armor Proficiency: Warlocks are proficient with all simple weapons. They are proficient with light armor but not with shields.

Because the somatic components required for warlock invocations are relatively simple, a warlock can use any of his invocations while wearing light armor without incurring the normal arcane spell failure chance. However, like arcane spellcasters, a warlock wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure (all invocations, including *eldritch blast*, have a somatic component). A multiclass warlock still incurs the normal arcane spell failure chance for arcane spells received from levels in other classes.

Invocations: A warlock does not prepare or cast spells as other wielders of arcane magic do. Instead, he possesses a repertoire of attacks, defenses, and abilities known as invocations that require him to focus the wild energy that suffuses his soul. A warlock can use any invocation he knows at will, with the following qualifications:

A warlock's invocations are spell-like abilities; using an invocation is therefore a standard action that provokes attacks of opportunity. An invocation can be disrupted, just as a spell can be ruined during casting. A warlock is entitled to a Concentration check to successfully use an invocation if he is hit by an attack while invoking, just as a spellcaster would be. A warlock can choose to use an invocation defensively, by making a successful Concentration check, to avoid provoking attacks of opportunity. A warlock's invocations are subject to spell resistance unless an invocation's description specifically states otherwise. A warlock's caster level with his invocations is equal to his warlock level.

The save DC for an invocation (if it allows a save) is 10 + equivalent spell level + the warlock's Charisma modifier. Since spell-like abilities are not actually spells, a warlock cannot benefit from the Spell Focus feat. He can, however, benefit from the Ability Focus feat (see page 303 of the *Monster Manual*), as well as from feats that emulate metamagic effects for spell-like abilities, such as Quicken Spell-Like Ability and Empower Spell-Like Ability (see pages 303 and 304 of the *Monster Manual*).

The four grades of invocations, in order of their relative power, are least, lesser, greater, and dark. A warlock begins with knowledge of one invocation, which must be of the lowest grade (least). As a warlock gains levels, he learns new invocations, as summarized on Table 1–1 and described below. A list of available invocations can be found following this class description, and a complete description of each invocation can be found in Chapter 4 of this book.

At any level when a warlock learns a new invocation, he can also replace an invocation he already knows with another invocation of the same or a lower grade. At 6th level, a warlock can replace a least invocation he knows with a different least invocation (in addition to learning a new invocation, which could be either least or lesser). At 11th level, a warlock can replace a least or lesser invocation he knows with another invocation of the same or a lower grade (in addition to learning a new invocation, which could be least, lesser, or greater). At 16th level, a warlock can replace a least, lesser, or greater invocation he knows with another invocation of the same or a lower grade (in addition to learning a new invocation, which could be least, lesser, greater, or dark).

Finally, unlike other spell-like abilities, invocations are subject to arcane spell failure chance as described under Weapon and Armor Proficiency above. Warlocks can qualify for some prestige classes usually intended for spellcasters; see Warlocks and Prestige Classes, page 18, for details.

Eldritch Blast (Sp): The first ability a warlock learns is *eldritch blast* casting it at will. A warlock attacks his foes with eldritch power, using baleful magical energy to deal damage and sometimes impart other debilitating effects.

An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An *eldritch blast* deals 1d6 points of damage at 1st level and increases in power as the warlock rises in level. An *eldritch blast* is the equivalent of a 1st-level spell. If you apply a blast shape or eldritch essence invocation to your *eldritch blast* (see page 130), your *eldritch blast* uses the level equivalent of the shape or essence.

An *eldritch blast* is subject to spell resistance, although the Spell Penetration feat and other effects that improve caster level checks to overcome spell resistance also apply to *eldritch blast*. An *eldritch blast* deals half damage to objects. Metamagic feats cannot improve a warlock's *eldritch blast* (because it is a spell-like ability, not a spell). However, the feat Ability Focus (*eldritch blast*) increases the DC for all saving throws (if any) associated with a warlock's *eldritch blast* by 2. See page 303 of the *Monster Manual*.

Detect Magic (Sp): Beginning at 2nd level, a warlock can use *detect magic* as the spell at will. His caster level equals his class level.

Damage Reduction (Su): Fortified by the supernatural power flowing in his body, a warlock becomes resistant to physical attacks at 3rd level and above, gaining damage reduction 1/cold iron. At 7th level and every four levels thereafter, a warlock's damage reduction improves as shown on Table 1–1.

Deceive Item (Ex): At 4th level and higher, a warlock has the ability to more easily commandeer magic items made for the use of other characters. When making a Use Magic Device check, a warlock can take 10 even if distracted or threatened.

Fiendish Resilience (Su): Beginning at 8th level, a warlock knows the trick of fiendish resilience. Once per day, as a free action, he can enter a state that lasts for 2 minutes. While in this state, the warlock gains fast healing 1.

At 13th level, a warlock's fiendish resilience improves. When in his fiendish resilience state, he gains fast healing 2 instead. At 18th level, a warlock's fiendish resilience improves to fast healing 5.

Table 1–1: The Warlock

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Invocations Known
1st	+0	+0	+0	+2	*Eldritch blast* 1d6, invocation (least)	1
2nd	+1	+0	+0	+3	*Detect magic*	2
3rd	+2	+1	+1	+3	Damage reduction 1/cold iron, *eldritch blast* 2d6	2
4th	+3	+1	+1	+4	Deceive item	3
5th	+3	+1	+1	+4	*Eldritch blast* 3d6	3
6th	+4	+2	+2	+5	New invocation (least or lesser)	4
7th	+5	+2	+2	+5	Damage reduction 2/cold iron, *eldritch blast* 4d6	4
8th	+6/+1	+2	+2	+6	Fiendish resilience 1	5
9th	+6/+1	+3	+3	+6	*Eldritch blast* 5d6	5
10th	+7/+2	+3	+3	+7	Energy resistance 5	6
11th	+8/+3	+3	+3	+7	Damage reduction 3/cold iron, *eldritch blast* 6d6, new invocation (least, lesser, or greater)	7
12th	+9/+4	+4	+4	+8	Imbue item	7
13th	+9/+4	+4	+4	+8	Fiendish resilience 2	8
14th	+10/+5	+4	+4	+9	*Eldritch blast* 7d6	8
15th	+11/+6/+1	+5	+5	+9	Damage reduction 4/cold iron	9
16th	+12/+7/+2	+5	+5	+10	New invocation (least, lesser, greater, or dark)	10
17th	+12/+7/+2	+5	+5	+10	*Eldritch blast* 8d6	10
18th	+13/+8/+3	+6	+6	+11	Fiendish resilience 5	11
19th	+14/+9/+4	+6	+6	+11	Damage reduction 5/cold iron	11
20th	+15/+10/+5	+6	+6	+12	*Eldritch blast* 9d6, energy resistance 10	12

Energy Resistance (Su): At 10th level and higher, a warlock has resistance 5 against any two of the following energy types: acid, cold, electricity, fire, and sonic. Once the types are chosen, this energy resistance cannot be changed. At 20th level, a warlock gains resistance 10 against the two selected types of energy.

Imbue Item (Su): A warlock of 12th level or higher can use his supernatural power to create magic items, even if he does not know the spells required to make an item (although he must know the appropriate item creation feat). He can substitute a Use Magic Device check (DC 15 + spell level for arcane spells or 25 + spell level for divine spells) in place of a required spell he doesn't know or can't cast.

If the check succeeds, the warlock can create the item as if he had cast the required spell. If it fails, he cannot complete the item. He does not expend the XP or gp costs for making the item; his progress is simply arrested. He cannot retry this Use Magic Device check for that spell until he gains a new level.

Warlock Invocations

Warlocks choose the invocations they learn as they gain levels, much like bards or sorcerers choose which spells to learn. However, a warlock's arcane repertoire is even more limited than that of a sorcerer, and his invocations are spell-like abilities, not spells.

In addition to its grade (least, lesser, greater, or dark), every invocation has a spell level equivalent, which is used in the calculation of save DCs and for other purposes. A least invocation has a level equivalent of 1st or 2nd; a lesser, 3rd or 4th; a greater, 5th or 6th; and a dark invocation has a level equivalent of 6th or higher (maximum 9th). The level equivalent for each invocation is given in its description in Chapter 4.

A warlock can dismiss any invocation as a standard action, just as a wizard can dismiss a spell.

Invocations and Eldritch Blast: *Eldritch blast* is an invocation. Other invocations provide the warlock with the ability to modify his *eldritch blast* or add a new eldritch attacks.

Eldritch Essence Invocations

Some of a warlock's invocations, such as *frightful blast*, modify the damage or other effects of the warlock's *eldritch blast*. These are called eldritch essence invocations. Unless noted otherwise, *eldritch blasts* modified by eldritch essence invocations deal damage normally in addition to imparting the effects described in the invocation description.

A warlock can apply only one eldritch essence invocation to a single *eldritch blast*, choosing from any of the eldritch essence invocations that he knows. When a warlock applies an eldritch essence invocation to his *eldritch blast*, the spell level equivalent of the modified blast is equal to the spell-level of the *eldritch blast* or of the eldritch essence invocation, whichever is higher. If a warlock targets a creature with an

eldritch essence blast that has immunity to the invocation's effect, it still takes the damage from the blast normally (provided it isn't also immune to the *eldritch blast*).

A warlock can apply an eldritch essence invocation and a blast shape invocation (see below) to the same blast. When a warlock uses both kinds of invocations to alter an *eldritch blast,* the spell level equivalent is equal to the spell level of the *eldritch blast,* the level of the eldritch essence invocation, or the level of the blast shape invocation, whichever is higher.

Example: Morthos, a 1st-level warlock, decides to make his *eldritch blast* attack into a *frightful blast.* Morthos's *eldritch blast* is the equivalent of a 1st-level spell, while *frightful blast* is an effect equivalent to a 2nd-level spell. His *frightful blast* is thus the equivalent of a 2nd-level spell.

Least Eldritch Essence Invocations

Frightful Blast: Target must make Will save or become shaken.

Sickening Blast: Target must make Fortitude save or become sickened.

Lesser Eldritch Essence Invocations

Beshadowed Blast: Target must make Fortitude save or become blind for 1 round.

Brimstone Blast: Blast deals fire damage and target must make Reflex save or catch fire.

Hellrime Blast: Blast deals cold damage and target must make Fortitude save or take –2 penalty to Dexterity.

Greater Eldritch Essence Invocations

Bewitching Blast: Target must make Will save or be *confused* for 1 round.

Noxious Blast: Target must make Fortitude save or be nauseated.

Repelling Blast: Target must make Reflex save or be knocked back.

Vitriolic Blast: Blast ignores spell resistance and deals acid damage for several rounds.

Dark Eldritch Essence Invocation

Utterdark Blast: Target must make Fortitude save or gain two negative levels.

BLAST SHAPE INVOCATIONS

Some of a warlock's invocations, such as *eldritch spear,* modify the range, target(s), or area of a warlock's *eldritch blast.* These are called blast shape invocations. Unless noted otherwise, *eldritch blasts* subject to blast shape invocations deal damage normally in addition to imparting the effects described in the invocation description. A warlock can apply only one blast shape at a time to an *eldritch blast,* and he can choose from any of the blast shape invocations that he knows. A warlock need not apply a blast shape invocation to his *eldritch blast.* When a warlock applies a blast shape invocation to his *eldritch blast,* the spell-level equivalent is equal to the spell level of the *eldritch blast* or of the blast shape invocation, whichever is higher.

A warlock can apply a blast shape invocation and an eldritch essence invocation (see Eldritch Essence Invocations above) to the same blast. When a warlock uses an eldritch essence and a blast shape to alter an *eldritch blast,* the spell-level equivalent is equal to the spell level of the *eldritch blast,* the eldritch essence invocation, or the blast shape invocation, whichever is higher.

Example: Morthos decides to make his *eldritch blast* attack a *hellrime eldritch spear.* As a 6th-level warlock, Morthos's *eldritch blast* is the equivalent of a 3rd-level spell. *Eldritch spear* is the equivalent of a 2nd-level spell, while *hellrime blast* is the equivalent of a 4th-level spell. His *hellrime eldritch spear* is therefore the equivalent of a 4th-level spell.

Least Blast Shape Invocations

Eldritch Spear: Blast range increases to 250 feet.

Hideous Blow: Melee attack channels *eldritch blast.*

Lesser Blast Shape Invocation

Eldritch Chain: Blast jumps from initial target to secondary targets.

Greater Blast Shape Invocation

Eldritch Cone: Blast takes the shape of a cone.

Dark Blast Shape Invocation

Eldritch Doom: Blast affects all enemies within 20 feet.

OTHER INVOCATIONS

In addition to the potent blast shape and eldritch essence invocations, warlocks learn a number of others that enable them to perform many tricks and attacks. These invocations are briefly described below, and their full descriptions can be found in Chapter 4: Spells and Invocations.

Least Invocations

Baleful Utterance: Speak word of the Dark Speech and shatter objects as the *shatter* spell.

Beguiling Influence: Gain bonus on Bluff, Diplomacy, and Intimidate checks.

Breath of the Night: Create a *fog cloud* as the spell.

Dark One's Own Luck: Gain a luck bonus on one type of saves.

Darkness: Use *darkness* as the spell.

Devil's Sight: See normally in darkness and magical darkness.

Earthen Grasp: Use *earthen grasp* as the spell.

Entropic Warding: Deflect incoming ranged attacks, leave no trail, and prevent being tracked by scent.

Leaps and Bounds: Gain bonus on Balance, Jump, and Tumble checks.

Miasmic Cloud: Create a cloud of mist that grants concealment and fatigues those who enter.

See the Unseen: Gain *see invisibility* as the spell and darkvision.

Spiderwalk: Gain *spider climb* as the spell and you are immune to webs.

Summon Swarm: Use *summon swarm* as the spell.

Lesser Invocations

Charm: Cause a single creature to regard you as a friend.

Curse of Despair: Curse one creature as the *bestow curse* spell, or hinder their attacks.

The Dead Walk: Create undead as the *animate dead* spell.

Fell Flight: Gain a fly speed with good maneuverability.

Flee the Scene: Use short-range *dimension door* as the spell, and leave behind a *major image*.

Hungry Darkness: Create shadows filled with a swarm of bats.

Stony Grasp: Use *stony grasp* as the spell.

Voidsense: Gain blindsense 30 feet.

Voracious Dispelling: Use *dispel magic* as the spell, causing damage to creatures whose effects are dispelled.

Walk Unseen: Use *invisibility* (self only) as the spell.

Wall of Gloom: Use *wall of gloom* as the spell.

Greater Invocations

Chilling Tentacles: Use *Evard's black tentacles* as the spell, and deal extra cold damage to creatures in the area.

Devour Magic: Use targeted *greater dispel magic* with a touch and gain temporary hit points based on the level of spells successfully dispelled.

Enervating Shadow: Gain total concealment in dark areas and impose a Strength penalty on adjacent living creatures.

Tenacious Plague: Use *insect plague* as the spell, but the summoned locust swarm deals damage as a magic weapon.

Wall of Perilous Flame: Create a *wall of fire* as the spell, but half the damage from the wall results from supernatural power.

Warlock's Call: Use *sending* as the spell, but risk damage from recipient.

Dark Invocations

Dark Discorporation: Become a swarm of batlike shadows, gaining many benefits of the swarm subtype.

Dark Foresight: Use *foresight* as the spell, and communicate telepathically with a close target of the effect.

Path of Shadow: Use *shadow walk* as the spell and speed up natural healing.

Retributive Invisibility: Use *greater invisibility* as the spell (self only) that deals damage in a burst if dispelled.

Word of Changing: Use *baleful polymorph* as the spell, but the effect could become permanent.

Human Warlock Starting Package

Armor: Studded leather (+3 AC, armor check penalty –1, speed 30 ft., 20 lb.).

Weapons: Heavy mace (1d8, 8 lb., one-handed, bludgeoning).

Light crossbow (1d8/19–20, range inc. 80 ft., 4 lb., piercing).

Skill Selection: Pick a number of skills equal to 3 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Bluff	4	Cha	—
Concentration	4	Con	—
Spellcraft	4	Int	—
Use Magic Device	4	Cha	—
Disguise	4	Cha	—
Sense Motive	4	Wis	—
Spot (cc)	2	Wis	—

Invocations Known: *Baleful utterance.*

Feat: Toughness.

Bonus Feat: Point Blank Shot.

Gear: Backpack with waterskin, 1 day's trail rations, bedroll, sack, and flint and steel. Hooded lantern, 3 pints of oil. Case with 10 crossbow bolts.

Gold: 4d4 gp.

WARMAGE

Some spellcasters care for only one thing: war. They dream of steel and mighty blasts of devastating magic, the march of troops, and the unleashed destruction found on battlefields everywhere. Graduates of special arcane war colleges, those known as warmages are drilled only and utterly in the casting of spells most useful for laying down destruction, confusing an enemy, or screening an allied action. The utilitarian spells used by wizards and sorcerers have little importance to a warmage's way of thinking. What are support casters for, after all? A warmage cares only for success on the battlefield, or, in some cases, in the series of smaller campaigns favored by adventuring companies.

Adventures: Warmages sign up for stints with adventuring companies that require straightforward, military-style blasting magic. Warmages hone and develop their arts through action rather than study, so without prolonged use of their powers in combat they cannot reach the pinnacle of their profession. Good-aligned warmages are concerned with rebuffing the movements of warlike groups—who better to blast into smoking ruin than those who have it coming? Evil-aligned warmages feel no constraints on who might become the targets of their spells. They adventure to gain destructive power.

Characteristics: Warmages access their magic peculiarly, at least compared to the way wizards, sorcerers, and clerics do. A warmage selects his spells from a limited pool of knowledge that rarely changes. Early in their difficult training, warmages instill deep within themselves the knowledge of

all the spells they will ever need. Warmages know fewer spells than wizards and even sorcerers, but the spells they do know are enhanced. Warmages do not need to study spellbooks, but they do need to prepare their spells each day by spending time to call up the knowledge from their unconscious minds. Warmages do not specialize in schools of magic the way wizards can.

In their training, warmages also learn a few mundane warlike skills. They develop proficiency with some weapons and armor, learning to use such items without incurring a risk of arcane spell failure.

Alignment: Because all alignments must be prepared to fight for their causes, warmages might be found among virtually any army that uses spellcasting as artillery on the battlefield.

Religion: Some warmages favor Boccob (deity of magic), while others follow Wee Jas (deity of death and magic). Many warmages revere no deity at all.

Ferno, a warmage

Background: Warmages are chosen (or apply) to attend special arcane war colleges. Such colleges are not for the weak of spirit. The rigors of both body and mind bear little resemblance to the apprenticeship undergone by regular wizards, or the self-taught fumbling of sorcerers. Warmage colleges are more similar to boot camps sponsored by large nation-states. Throughout their training, warmages are forced to wear ponderous garments (meant to familiarize their bodies with the limitations of movement in armor) while drilling constantly with spells, most of which are too high in level to be cast by the student. This vigorous drilling instills the spells in a warmage's unconscious mind, so that as he grows in power later in life, those spells become available for his use without his needing a spellbook.

After their training, warmages share a deep feeling of camaraderie with their fellow students and continue to feel a slight affection for any well-run military outfit.

Table 1–2: The Warmage

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day 0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Armored mage (light), warmage edge	5	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	—	6	4	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Advanced learning	6	5	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	—	6	6	3	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	—	6	6	4	—	—	—	—	—	—	—
6th	+3	+2	+2	+5	Advanced learning	6	6	5	3	—	—	—	—	—	—
7th	+3	+2	+2	+5	Sudden Empower	6	6	6	4	—	—	—	—	—	—
8th	+4	+2	+2	+6	Armored mage (medium)	6	6	6	5	3	—	—	—	—	—
9th	+4	+3	+3	+6	—	6	6	6	6	4	—	—	—	—	—
10th	+5	+3	+3	+7	Sudden Enlarge	6	6	6	6	5	3	—	—	—	—
11th	+5	+3	+3	+7	Advanced learning	6	6	6	6	6	4	—	—	—	—
12th	+6/+1	+4	+4	+8	—	6	6	6	6	6	5	3	—	—	—
13th	+6/+1	+4	+4	+8	—	6	6	6	6	6	6	4	—	—	—
14th	+7/+2	+4	+4	+9	—	6	6	6	6	6	6	5	3	—	—
15th	+7/+2	+5	+5	+9	Sudden Widen	6	6	6	6	6	6	6	4	—	—
16th	+8/+3	+5	+5	+10	Advanced learning	6	6	6	6	6	6	6	5	3	—
17th	+8/+3	+5	+5	+10	—	6	6	6	6	6	6	6	6	4	—
18th	+9/+4	+6	+6	+11	—	6	6	6	6	6	6	6	6	5	3
19th	+9/+4	+6	+6	+11	—	6	6	6	6	6	6	6	6	6	4
20th	+10/+5	+6	+6	+12	Sudden Maximize	6	6	6	6	6	6	6	6	6	5

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Races: Most warmages are humans or half-elves. But the toughness of spirit needed to survive a term at an arcane war college can manifest itself in any of the common races. It is rare for savage humanoids to be accepted into a war college, though some of the more organized societies might set up their own war colleges for arcane spellcasters.

Other Classes: Warmages find they have little in common with sorcerers and wizards, who learn their craft without the rigors or discipline of a warmage's apprenticeship. In fact, warmages are likely to be more comfortable with the regimented classes—those that appreciate military training—such as paladins, monks, and fighters.

Role: The warmage's spell selection is already determined. He is the ranged magical artillery that military troops rely on, or the center of a smaller adventuring company's offensive power. An adventuring company with a warmage should strongly consider including a second spellcaster, such as a bard, cleric, druid, or even a wizard, to complement the warmage's offensive focus with defensive and utilitarian abilities.

GAME RULE INFORMATION

Warmages have the following game statistics.

Abilities: Charisma determines how powerful a spell a warmage can cast, how many spells a warmage can cast per day, and how hard those spells are to resist (see Spells, below). A warmage's Intelligence bonus is added to damage dealt by spells through his warmage edge ability. Like a sorcerer or wizard, a warmage benefits from high Dexterity and Constitution scores.

Alignment: Any.

Hit Die: d6.

Class Skills

The warmage's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at 1st Level: (2 + Int modifier) × 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All the following are class features of the warmage.

Weapon and Armor Proficiency: Warmages are proficient with all simple weapons, light armor, and light shields. At 8th level, a warmage gains proficiency with medium armor (see Armored Mage, below).

Spells: A warmage casts arcane spells (the same type of spells available to sorcerers and wizards), which are drawn from the warmage spell list given below. He can cast any spell he knows without preparing it ahead of time the way a cleric or wizard must. When a warmage gains access to a new level of spells, he automatically knows all the spells for that level listed on the warmage's spell list. Essentially, his spell list is the same as his spells known list. Warmages also have the option of adding to their existing spell list through their advanced learning ability as they increase in level (see below). See page 90 for the warmage's spell list.

To cast a spell, a warmage must have a Charisma score of 10 + the spell's level (Cha 10 for 0-level spells, Cha 11 for 1st-level spells, and so forth). The Difficulty Class for a saving throw against a warmage's spell is 10 + the spell's level + the warmage's Charisma modifier. Like other spellcasters, a warmage can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 1–1: The Warmage. In addition, he receives bonus spells for a high Charisma score (see Table 1–1, page 8 of the *Player's Handbook*).

Unlike a cleric or a wizard, a warmage need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level.

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause his spells to fail (if those spells have somatic components). A warmage's limited focus and specialized training, however, allows him to avoid arcane spell failure as long as he sticks to light armor and light shields. This training does not extend to medium or heavier armors, nor to heavy shields. Nor does this ability apply to spells gained from a different spellcasting class.

TARTH MOORDA

In the arid hills of the Abbor-Alz stands the old fortress of Tarth Moorda, once used by the garrisons of Urnst where they guarded against gnoll and nomad raids from the Bright Desert, but falling into eventual abandonment and ruin when adventurers drove away the humanoid tribes. Fifteen years ago, the Duke of Urnst gave the fortress over to the Order of the Fire Hawk, a society of warmages loyal to the realm who desired an isolated stronghold where new initiates could be trained in solitude.

With its dun-colored walls rising forbiddingly above the rock-strewn hills and the sweeping view of the Bright Desert to the south, Tarth Moorda is now the principal academy in which warmages loyal to the Duchy of Urnst are trained, and the emptiness around it rings with the sounds of martial exercises and mighty battle-magic. The uncomfortable climate of the citadel is seen as a distinct advantage by the order; the heat and rugged terrain serve to increase the rigorous nature of the initiates' exercises and training.

The Fire Hawks adhere to a strictly ordered martial hierarchy and vigorously patrol the hills and sands near their stronghold. Initiates who have not yet learned to cast their first spells serve as footsoldiers and sentries under the command of more senior students. As High Warmaster, the formidable warmage Sered Ostarte is head of the order, and six warmasters under him directly oversee the training of new initiates. Sered is quite concerned with the rise of Rary's sinister realm in the Bright Desert, and aggressively questions any adventurers found passing through his lands as he seeks word of events deep in the desert (even while hoping to ferret out any spies in the service of the fallen archmage).

At 8th level, a warmage learns to use medium armor with no chance of arcane spell failure.

Warmage Edge (Ex): A warmage is specialized in dealing damage with his spells. Whenever a warmage casts a spell that deals hit point damage, he adds his Intelligence bonus (if any) to the amount of damage dealt. For instance, if a 1st-level warmage with 17 Intelligence casts *magic missile*, he deals 1d4+1 points of damage normally, plus an extra 3 points of damage due to his Intelligence bonus. The bonus from the warmage edge special ability applies only to spells that he casts as a warmage, not to those he might have by virtue of levels in another class.

A single spell can never gain this extra damage more than once per casting. For instance, a *fireball* deals the extra damage to all creatures in the area it affects. However, if a 3rd-level warmage casts *magic missile* and produces two missiles, only one of them (of the warmage's choice) gains the extra damage, even if both missiles are directed at the same target. If a spell deals damage for more than 1 round, it deals this extra damage in each round.

Scrolls scribed by a warmage do not gain any benefit from warmage edge. Scrolls activated by a warmage also gain no benefit from warmage edge. The same is true for most other magic items, such as wands and potions. However, staffs activated by a warmage use not only the warmage's caster level but also gain the benefits of the warmage edge, if applicable.

Advanced Learning (Ex): At 3rd, 6th, 11th, and 16th level, a warmage can add a new spell to his list, representing the result of personal study and experimentation. The spell must be a wizard spell of the evocation school, and of a level no higher than that of the highest-level spell the warmage already knows. Once a new spell is selected, it is forever added to that warmage's spell list and can be cast just like any other spell on the warmage's list.

Sudden Empower: At 7th level, a warmage gains Sudden Empower (described in Chapter 3) as a bonus feat. If he already has the feat, he can choose a different metamagic feat.

Sudden Enlarge: At 10th level, a warmage gains Sudden Enlarge (described in Chapter 3) as a bonus feat. If he already has the feat, he can choose a different metamagic feat.

Sudden Widen: At 15th level, a warmage gains Sudden Widen (described in Chapter 3) as a bonus feat. If he already has the feat, he can choose a different metamagic feat.

Sudden Maximize: At 20th level, a warmage gains Sudden Maximize (described in Chapter 3) as a bonus feat. If he already has the feat, he can choose a different metamagic feat.

Human Warmage Starting Package

Armor: Studded leather (+3 AC, armor check penalty –1, speed 30 ft., 20 lb.).

Weapons: Spear (1d8/×3, range inc. 20 ft., 6 lb., two-handed, piercing).

Light crossbow (1d8/19–20, range inc. 80 ft., 4 lb., piercing).

Skill Selection: Pick a number of skills equal to 3 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Spellcraft	4	Int	—
Concentration	4	Con	—
Knowledge (arcana)	4	Int	—
Intimidate	4	Cha	—
Survival (cc)	2	Wis	—
Diplomacy (cc)	2	Cha	—
Hide (cc)	2	Dex	–1

Feat: Combat Casting.

Bonus Feat: Toughness.

Gear: Backpack with waterskin, 1 day's trail rations, bedroll, sack, and flint and steel. Case with 10 bolts. Spell component pouch. Three torches.

Gold: 1d4 gp.

WU JEN

Wu jen are spellcasters with mysterious powers. They command the elements, spirit forces, and the powers of nature. They are seldom found living with the rest of human society. Instead, they live as hermits in the wilderness, purifying their bodies and minds to contact the various natural and supernatural powers of the world. From these entities they learn their spells—magical means to control the invisible forces of the world.

Adventures: Wu jen typically adventure to expand their knowledge of the world, both magical and mundane. Like wizards, they tend to approach adventures with careful planning, since their daily spell selection is vitally important.

Characteristics: Wu jen are the arcane spellcasters of the Far East. As with wizards, their spells are their primary class feature, and as such assume an all-important role in their lives. Many wu jen spells draw on the power of the five elements (earth, fire, metal, water, and wood). Finally, wu jen are adept at manipulating their spells, increasing their range, duration, or effect, or eliminating verbal or somatic components through permanent metamagic effects.

Alignment: Wu jen tend to stand apart from the lawful societies predominant in most cultures, flouting the rules and norms of decent folk. They have a strong tendency toward chaos, but in any event they cannot be lawful.

Background: Wu jen crave magical power in a world where no organized colleges of wizardry typically exist. Their thirst drives them to seek out others like themselves—hermits, recluses, or exiles who have gained the secrets they seek. Nearly all wu jen are trained by a single mentor in this fashion, outcast from proper society and set apart by their fearsome supernatural powers.

Races: Most wu jen are humans, though members of all the common races of the eastern lands can learn their craft.

Other Classes: Wu jen generally don't like members of any other class. At the same time, however, a wu jen is painfully aware that without fighters and samurai to block enemy soldiers, a shaman to heal his wounds, and perhaps a rogue to deal with locks and traps, his path to the knowledge he seeks might be blocked by insurmountable and possibly fatal obstacles. This realization of his reliance on other classes might make him accept them or might make him resent them.

GAME RULE INFORMATION

Wu jen have the following game statistics.

Abilities: Intelligence determines how powerful a spell a wu jen can cast, how many spells the wu jen can cast per day, and how hard those spells are to resist. To cast a spell, a wu jen must have an Intelligence score of 10 + the spell's level. A wu jen gets bonus spells based on Intelligence. The Difficulty Class of a saving throw against a wu jen's spell is 10 + the spell's level + the wu jen's Intelligence modifier. High Dexterity is helpful for a wu jen, who typically wears little or no armor, because it provides him with an Armor Class bonus. A good Constitution gives a wu jen extra hit points, a resource that he is otherwise very low on.

Alignment: Any nonlawful.

Hit Die: d4.

Class Skills

A wu jen's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at 1st Level: (2 + Int modifier) × 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All the following are class features of the wu jen.

Weapon and Armor Proficiency: Wu jen are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor of any type interferes with a wu jen's arcane gestures, which can cause his spells with somatic comnents to fail.

Spells: A wu jen casts arcane spells, which are drawn from the wu jen spell list (page 91). He is limited to a certain number of spells of each spell level per day, according to his class level. A wu jen must choose and prepare spells ahead of time like a wizard (see Preparing Wizard Spells, page 177 of the *Player's Handbook*).

To learn, prepare, or cast a spell, a wu jen must have an Intelligence score of at least 10 + the spell's level. A wu jen's bonus spells are based on Intelligence. The Difficulty Class for saving throws against wu jen spells is 10 + the spell's level + the wu jen's Intelligence modifier.

A wu jen's base daily spell allotment is given on Table 1–3. In addition, he receives bonus spells per day if he has a high Intelligence score (see Table 1–1: Ability Modifiers and Bonus Spells, page 8 of the *Player's Handbook*).

Hide-yori, a wu jen

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Bonus Languages: A wu jen can substitute Draconic or Giant for one of the bonus languages available to the character because of his race, since many ancient tomes of magic are written in these languages and apprentice wu jen often learn them as part of their studies.

Watchful Spirit: Once per day, a wu jen can reroll an initiative roll he has just made before he knows his place in the initiative order. He takes the better of the two rolls.

Bonus Feat: A wu jen begins play with a bonus metamagic feat.

Spell Secret: At 3rd level, and every three levels thereafter, a wu jen can choose one spell known to him that then becomes permanently modified as though affected by one of the following metamagic feats: Enlarge Spell, Extend Spell, Still Spell, or Silent Spell. The spell's level does not change, and once the choice of spell and modification are chosen, they cannot be changed. As the wu jen goes up in level, he can choose the same spell to be modified in different ways with multiple spell secrets. He does not need to know the feat he applies to the spell.

Table 1–3: The Wu Jen

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day 0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Watchful spirit, bonus feat	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3		4	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Spell secret	4	2	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4		4	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4		4	3	2	1	—	—	—	—	—	—
6th	+3	+2	+2	+5	Elemental mastery	4	3	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5		4	4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6		4	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6	Spell secret	4	4	4	3	2	1	—	—	—	—
10th	+5	+3	+3	+7		4	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7		4	4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+4	+8	Spell secret	4	4	4	4	3	3	2	—	—	—
13th	+6/+1	+4	+4	+8		4	4	4	4	4	3	2	1	—	—
14th	+7/+2	+4	+4	+9		4	4	4	4	4	3	3	2	—	—
15th	+7/+2	+5	+5	+9	Spell secret	4	4	4	4	4	4	3	2	1	—
16th	+8/+3	+5	+5	+10		4	4	4	4	4	4	3	3	2	—
17th	+8/+3	+5	+5	+10		4	4	4	4	4	4	4	3	2	1
18th	+9/+4	+6	+6	+11	Spell secret	4	4	4	4	4	4	4	3	3	2
19th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3
20th	+10/+5	+6	+6	+12		4	4	4	4	4	4	4	4	4	4

Illus. by D. Kovacs

Elemental Mastery: Many of the wu jen's spells are divided into five elemental groups: earth, fire, metal, water, and wood. At 6th level, instead of receiving a spell secret, a wu jen becomes a master of one of these five elements (his choice). Thereafter, whenever a wu jen casts a spell of that element, his effective caster level (for purposes of deter mining level-dependent spell variables and for caster level checks) is increased by two. In addition, the wu jen himself gets a +2 competence bonus on saving throws against spells of that element. Certain spells on the wu jen spell list are designated "All"; this means they belong to all elemental groups, and a wu jen who is a master of any element gains the mastery bonuses with respect to those spells.

Spellbooks: A wu jen must study his spellbooks each day to prepare his spells, much like a wizard. He cannot prepare any spell not recorded in his spellbook (except for *read magic*, which all wu jen can prepare from memory).

A wu jen begins play with a spellbook containing all 0-level wu jen spells plus three 1st-level spells of your choice. For each point of Intelligence bonus the wu jen has (see Table 1-1: Ability Modifiers and Bonus Spells, page 8 of the *Player's Handbook*), the spellbook holds one additional 1st-level spell of your choice. At each new wu jen level, he gains two new spells of any spell level or levels that he can cast (based on his new wu jen level). For example, when Hideyori achieves 5th level, he can cast 3rd-level spells. At this point, he can add two 3rd-level spells to his spellbook, or one 2nd-level spell and one 3rd-level spell, or any combination of two spells between 1st and 3rd level.

At any time, a wu jen can also add spells found in other wu jen's spellbooks to his own, much like a wizard (see Adding Spells to a Wizard's Spellbook, page 178 of the *Player's Handbook*).

Spirit Creatures: For the purpose of spells from the wu jen list like *commune with lesser spirit* or *lesser spirit binding*, a "spirit" or "spirit creature" includes any of the following creatures: all incorporeal undead, all fey, all elementals, creatures in astral form or with astral bodies (but not phyically present on the Astral Plane), all creatures of the spirit subtype (see *Oriental Adventures*), spirit folk and telthors (see *Unapproachable East*), and spirit creatures created by spells such as *dream sight* or *wood wose* (see *Complete Divine*).

Taboos: To maintain their supernatural power, wu jen must abide by certain taboos that might seem inconsequential to other characters but are vitally important to the wu jen. If a wu jen violates one of his taboos, he cannot cast any more spells that day. A wu jen must choose one taboo at 1st level, and one additional taboo every time he learns a spell secret. Possible taboos include:

- Cannot eat meat.
- Cannot own more than he can carry.
- Must make a daily offering (such as food, flowers, or incense) to one or many spirit powers.
- Cannot bathe.
- Cannot cut his hair.
- Cannot touch a dead body.
- Cannot drink alcohol.
- Cannot wear a certain color.
- Cannot light a fire.
- Cannot sit facing in a certain direction.

Illus. by M. Cavotta

This chapter presents nineteen prestige classes appropriate for arcane spellcasters and characters of other classes who wish to acquire arcane abilities. While many of these classes are oriented toward the sorcerer and wizard, other kinds of characters should find a number of classes that appeal to them.

PICKING A PRESTIGE CLASS

Arcane magic naturally leads characters into strange and esoteric studies. Prestige classes offering abilities and features that characters simply cannot acquire in any other way serve as the best representation of some of these unusual paths.

If a player is interested in a prestige class, he should examine its entry requirements carefully. Most of the classes in this book have stringent requirements that will require several levels of careful advancement to achieve. The player should think about what sort of arcane character he is trying to build; Table 2–1 lists the prestige classes found in this chapter by broad categories that might help him narrow his choices.

Should a character find himself in a position (because of changed alignment, lost levels, or the like) where he no longer meets the requirements of a prestige class, he loses all special abilities (but not Hit Dice, base attack bonus, or base save bonus) gained from levels of the prestige class.

Alternate Spellcasting: Classes such as the Suel arcanamach offer characters the opportunity to acquire an entirely new track of spellcasting at the cost of no longer advancing in their previous spellcasting class (if any). Many spellcasters will not wish to do this, but others might find that the access to interesting class features or spells they could not previously know outweighs the loss of their native spellcasting progression. Characters who do not normally have a full arcane spellcasting progression might find some interesting options among the alternate spellcasting classes.

Full Spellcasting: Many arcane spellcasters do not wish to give up their spellcasting progression to explore a prestige class. Classes that offer full spellcasting, such as the geometer, generally do not offer overpowering special abilities at the same time. Some classes that fall only a level or two short of full spellcasting advancement are included in this category.

Noncaster: Some of the prestige classes in this chapter require little or no spellcasting to

Table 2–1: Prestige Classes by Type

Class	Type	Description	Best For . . .
Acolyte of the skin	Transformational	Acquire fiendish traits	Sorcerer, warlock, wizard
Alienist	Full caster	Insane spellcaster	Cleric, sorcerer, wizard
Argent savant	Full caster	Expert with force spells	Sorcerer, warmage, wizard
Blood magus	Unique capability	Blood powers, reduced spell progression	Sorcerer, warlock, wizard, wu jen
Effigy master	Full caster, unique capability	Expert in simulacrums and constructs	Sorcerer, wizard, wu jen
Elemental savant	Full caster, transformational	Expert with energy spells	Druid, sorcerer, warmage, wizard
Enlightened fist	Noncaster	Monklike wizard or spellcasting monk	Monk, sorcerer, warlock, wizard
Fatespinner	Full caster, unique capability	Manipulate probability	Sorcerer, wizard, wu jen
Geometer	Full caster	Master of signs and sigils	Wizard, wu jen
Green Star adept	Transformational	Indestructible mage	Barbarian, fighter, sorcerer, warlock, wizard
Initiate of the Sevenfold Veil	Full caster	Master of abjurations and prismatic spells	Sorcerer, wizard
Mage of the Arcane Order	Full caster	Access to a Spellpool that grants versatility	Wizard, wu jen
Master transmogrifist	Full caster	*Polymorph* expert	Sorcerer, wizard, wu jen
Mindbender	Unique capability	Mind-affecting expert	Sorcerer, warlock, wizard, wu jen
Seeker of the song	Noncaster	Trade bard spells for better music abilities	Bard
Sublime chord	Alternate caster	Trade bardic music for better spells	Bard, sorcerer, wizard
Suel arcanamach	Alternate caster	Mage slayer	Fighter, ranger, rogue, warlock
Wayfarer guide	Unique capability	Teleportation expert	Sorcerer, wizard, wu jen
Wild mage	Full caster	Master of chaotic magic	Sorcerer, warmage, warlock, wizard, wu jen

enter, and offer little or no spell progression as a character advances. These noncaster classes rarely appeal to arcane spellcasters, but other characters who desire arcane capabilities of one sort or another might find them interesting.

Transformational: These characters are interested in becoming something else, abandoning their original race to transcend their natural limitations. Transformational classes include the Green Star adept and acolyte of the skin. They typically require the sacrifice of significant amounts of spellcasting power, but they pay off with strong special abilities.

Unique Capability: This is a catchall category for prestige classes that are otherwise difficult to characterize. Generally, these classes offer potent powers along a particular theme that aren't available anywhere else. The blood magus is a good example of a unique capability class. Like a transformational class, a unique capability prestige class often trades spellcasting power for an array of powerful special abilities.

WARLOCKS AND PRESTIGE CLASSES

Warlocks benefit in a specific way from prestige classes that have "+1 level of existing arcane spellcasting class" or "+1 level of existing spellcasting class" as a level advancement benefit. A warlock taking levels in such a prestige class does not gain any of his class abilities, but he does gain an increased caster level when using his invocations and increased damage with his *eldritch blast*. Levels of prestige classes that provide +1 level of spellcasting effectively stack with the warlock's level to determine his *eldritch blast* damage (treat his combined caster level as his warlock class level when looking at Table 1–1: The Warlock to determine *eldritch blast* damage) and his *eldritch blast* caster level (half his total caster level from his warlock levels and his levels in the prestige class that grant him an increased spellcasting level). A warlock also gains new invocations known at these prestige class levels as though he had gained a level in the warlock class.

A warlock cannot qualify for prestige classes with spellcasting level requirements, as he never actually learns to cast spells. However, prestige classes with caster level requirements, such as the acolyte of the skin, are well suited to the warlock. A warlock's caster level for his invocations fulfills this requirement. See page 71 in Chapter 3 for more details on caster level requirements, spellcasting level requirements, and specific spell requirements for feats and prestige classes.

ACOLYTE OF THE SKIN

The temptation of power drives some people to extreme lengths, regardless of the consequences. Replacing your own skin with that of a living demon is a goal that most couldn't even conceive of, let alone consider. But this ghastly fate is exactly what some spellcasters seek in their desperate quest.

The Ritual of Bonding is a blasphemy that was long ago eradicated from most arcane libraries, but a few barely legible copies—or at least references thereto—survive along with promises of great power. Spellcasters who happen upon such documents can choose to destroy or ignore the find, but the temptation has already occurred. Those who give in can eventually stumble upon the complete ritual, usually through extended contact with one or more summoned fiends that are all too eager to share their terrible knowledge.

The Ritual of Bonding is painful and not to be undertaken lightly. The ritual requires 10 rounds from initiation to completion, and, once begun, nothing can halt its progress. The fiendish essence consumes the caster's own skin, an agonizing process that deals 1d4 points of damage in each round of the ritual—wise candidates keep some *cure* potions on hand. At the end of the rite, the acolyte's skin sports an oily, almost unnoticeable sheen. However, as he gains additional levels in the prestige class, his skin darkens, sprouts spikes, and gradually gives him a fiendish visage. The fiendish essence also begins to whisper foul secrets to its wearer, urging him to evil. (The wearer can accept or ignore this advice according to his temperament.)

Acolytes of the skin are ill suited for any position other than one that provides temporal power. Although NPC acolytes might sometimes serve more powerful evil characters as sinister captains, they would rather be calling the shots. They prefer to remain safely ensconced in well-defended fortresses of evil, though sometimes an acolyte might lead an expedition to retrieve a rumored tome of evil arcane magic or other artifact of malign power.

Adaptation: Almost any setting can accommodate the notion of those who go to any length to grab power for themselves, even so far as to bind demons to their own flesh. If your world does not include demons, per se, you could link this class to some other malign force or race of supernatural evil creatures instead of demons. For instance, an acolyte of the skin could be a scholar who unearths an ancient treatise on the topic of humanoid interspecies blending.

Hit Die: d8.

REQUIREMENTS

To qualify to become an acolyte of the skin, a character must fulfill all the following criteria.

Alignment: Any nongood.

Skills: Knowledge (the planes) 6 ranks.

Spells or Spell-Like Abilities: Caster level 5th.

Special: Must have made peaceful contact with a summoned evil outsider.

Special: Must undergo the Ritual of Bonding (see above).

CLASS SKILLS

The acolyte of the skin's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the acolyte of the skin prestige class.

Weapon and Armor Proficiency: Acolytes of the skin gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each even-numbered level, an acolyte of the skin gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, a bonus feat, and so on). If he had more than one spellcasting class before becoming an acolyte of the skin, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Wear Fiend (Su): An acolyte of the skin summons the essence of a fiend and wears it like a second skin. The bonded

Table 2–2: The Acolyte of the Skin

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+2	+0	+2	Wear fiend, *poison* 1/day	—
2nd	+1	+3	+0	+3	Flame resistant	+1 level of existing spellcasting class
3rd	+2	+3	+1	+3	Fiendish glare	—
4th	+3	+4	+1	+4	—	+1 level of existing spellcasting class
5th	+3	+4	+1	+4	Skin adaptation, *poison* 2/day	—
6th	+4	+5	+2	+5	Cold resistant	+1 level of existing spellcasting class
7th	+5	+5	+2	+5	Glare of the pit	—
8th	+6	+6	+2	+6	—	+1 level of existing spellcasting class
9th	+6	+6	+3	+6	*Summon fiend*	—
10th	+7	+7	+3	+7	Fiendish symbiosis	+1 level of existing spellcasting class

fiendish skin is for all intents and purposes the character's own. It increases the acolyte of the skin's natural armor bonus by 1 and grants a +2 inherent bonus to Dexterity. The acolyte also gains darkvision out to 60 feet.

The DM determines the actual nature of the skin, be it demonic, devilish, or from some other fiendish creature.

Poison (Sp): An acolyte of the skin can use *poison* once per day as an 8th-level caster. The save DC is 14 + the acolyte's primary spellcasting ability modifier (Intelligence for wizards, Charisma for sorcerers and warlocks, Wisdom for clerics, and so forth). At 5th level, an acolyte can use this ability two times per day.

Flame Resistant (Ex): At 2nd level and higher, the fiendish skin binds more tightly, granting an acolyte resistance to fire 10.

Fiendish Glare (Su): From 3rd level on, an acolyte of the skin has the supernatural ability to unnerve opponents with a ferocious glare once per day. This is not a gaze attack, and the target need not meet the acolyte's eyes or even see the acolyte (although the acolyte must have line of effect to the target). Glaring is a standard action that affects any creature the acolyte can see within 100 feet. The target becomes shaken for 10 minutes, and must also attempt a Will save (DC 10 + acolyte's class level + Cha modifier) or be stunned. The duration of the stun effect depends on the target's hit points:

50 or less	10 rounds
51 to 100	3 rounds
101 to 150	2 rounds
151 or more	1 round

Fiendish glare is a mind-affecting fear effect.

Skin Adaptation (Su): By 5th level, an acolyte's skin and its wearer have grown more comfortable together, as if they had never been separate. The increase to natural armor granted by the fiendish skin improves to +2, the acolyte gains a +2 inherent bonus to Constitution, and the acolyte's darkvision is effective out to 120 feet.

Cold Resistant (Ex): Beginning at 6th level, an acolyte has resistance to cold 10.

Glare of the Pit (Su): At 7th level and higher, an acolyte has the supernatural ability to produce fiery rays from his eyes. Once per day as a standard action, he can project two rays (one from each eye) with a range of 100 feet. Each ray requires a ranged touch attack to hit and deals 8d6 points of fire damage. The rays can be aimed at two different targets within range, but the target of each ray must be designated simultaneously.

Summon Fiend (Sp): At 9th level, an acolyte learns to draw on another power of his fiendish skin. If the skin is demonic, once per day he can summon a babau; if devilish, once per day he can summon a chain devil. The summoned creature does the acolyte's bidding, but it automatically returns whence it came after 1 hour. A summoned creature cannot use any innate summoning abilities it might have. An acolyte's caster level for this ability is equal to his spellcaster level.

Fiendish Symbiosis (Ex): At 10th level, the fiendish skin and acolyte become one, and only final death can separate them. The acolyte's type changes to outsider. Additionally, an acolyte of this level gains damage reduction 10/good. Unlike other outsiders, an acolyte can be raised or resurrected.

Illus. by M. Phillippi

Vorta Nehalem, an acolyte of the skin

SAMPLE ACOLYTE OF THE SKIN

Vorta Nehalem: Male human warlock 6/acolyte of the skin 3; CR 9; Medium humanoid; HD 6d6+6 plus 3d8+3; hp 46; Init +8; Spd 30 ft.; AC 23, touch 15, flat-footed 19; Base Atk

+6; Grp +5; Atk +6 melee (1d8–1, masterwork morningstar) or +11 ranged touch (4d6 fire plus catch fire, *brimstone blast*); Full Atk +6/+1 melee (1d8–1, masterwork morningstar) or +11 ranged touch (4d6 fire plus catch fire, *brimstone blast*); SA fiendish glare, *poison* 1/day; SQ darkvision 60 ft., resistance to fire 10, wear fiend; AL CE; SV Fort +6, Ref +4, Will +9; Str 8, Dex 18, Con 13, Int 10, Wis 12, Cha 15.

Skills and Feats: Concentration +13, Intimidate +14, Knowledge (the planes) +12, Survival +1 (+3 when on other planes); Extra Invocation†, Improved Initiative, Precise Shot, Point Blank Shot, Weapon Focus (*eldritch blast*).

†New feat described on page 79.

Language: Common.

Fiendish Glare (Su): Once per day, Vorta can attempt to unnerve opponents with a ferocious glare. Glaring is a standard action that affects any creature Vorta can see within 100 feet. The target becomes shaken for 10 minutes and must attempt a DC 15 Will save or be stunned. The duration of the stun effect depends on the target's hit points, as described in the fiendish glare ability above. Creatures with immunity to fear effects are immune to Vorta's fiendish glare.

Poison (Sp): Once per day, Vorta can use *poison* as an 8th-level caster (+5 melee touch; Fortitude DC 16 negates).

Invocations Known (3 least, 1 lesser): least—*dark one's own luck, devil's sight, miasmic cloud* (DC 13), *sickening blast* (DC 14); lesser—*brimstone blast* (DC 15).

Possessions: +3 chain shirt, masterwork morningstar, *ring of protection +1, potion of cure moderate wounds,* 100 gp.

ALIENIST

Alienists deal with powers and entities from terrifyingly remote reaches of space and time. For them, magical power is the triumph of the mind over the rude boundaries of dimension, distance, and often, sanity. With knowledge and determination, they pierce the barrier at the edge of time itself. In the Far Realm, outside time, Herculean minds drift, absorbed in contemplations of madness. Unspeakable beings whisper terrifying secrets to those who dare communication. These secrets were not meant for mortals, but the alienist plunges into abysses of chaos and entropy that would blast a weaker mind. An alienist's mad certainty is sometimes strong enough to sway others to believe in his own future transcendence.

Alienists might, on rare occasions, gather in secluded groups to enact some obscure ritual, but more often they are encountered singly. NPC alienists sometimes haunt libraries or specialty bookshops in large cities, skulking and mumbling among stacks of rare (and dangerous) volumes.

Adaptation: The inclusion of the alienist in your campaign world, as printed here, requires that you make some basic assumptions about the cosmology of your campaign: Places far worse than Hell exist in the multiverse, and even demons have more in common with characters than the entities that exist outside what is known, a mere glimpse of which can drive the sanity from someone's mind.

If you prefer that demons and devils retain their top seat in the hierarchy of evil, you can adjust this prestige class so that the alienist has congress with demons instead of the nebulous entities of the Far Realm.

Hit Die: d4.

Requirements

To qualify to become an alienist, a character must fulfill all the following criteria.

Alignment: Any nonlawful.

Skills: Knowledge (the planes) 8 ranks.

Feat: Augment Summoning.

Spells: Able to cast at least one summoning spell of 3rd level or higher.

Special: Must have made peaceful contact with an alienist or a pseudonatural creature.

Class Skills

The alienist's class skills (and the key ability for each skill) are Concentration (Con), Gather Information (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Profession (Wis), Spellcraft (Int), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the alienist prestige class.

Weapon and Armor Proficiency: Alienists gain no proficiency with any weapon or armor.

Table 2–3: The Alienist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Familiar abilities, summon alien	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Alien blessing	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Metamagic secret	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Mad certainty	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Pseudonatural familiar	+1 level of existing spellcasting class
6th	+3	+2	+2	+5	Extra summoning	+1 level of existing spellcasting class
7th	+3	+2	+2	+5	Metamagic secret	+1 level of existing spellcasting class
8th	+4	+2	+2	+6	Insane certainty	+1 level of existing spellcasting class
9th	+4	+3	+3	+6	Timeless body	+1 level of existing spellcasting class
10th	+5	+3	+3	+7	Alien transcendence	+1 level of existing spellcasting class

Spells per Day/Spells Known: At each level, an alienist gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, a bonus feat, and so on). If he had more than one spellcasting class before becoming an alienist, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Familiar Abilities: Levels of alienist stack with levels of any class that provide access to a familiar. Add levels from this class and the class that granted access to the familiar together and refer to the table on page 53 of the *Player's Handbook* to determine the familiar's natural armor, Intelligence, and special abilities. If a character had levels in multiple classes that grant access to a familiar before becoming an alienist, he must decide to which class to add each level for the purpose of determining the abilities of his familiar. This ability does not grant an alienist a familiar if he does not already have one.

Summon Alien: Whenever an alienist would use any *summon monster* spell to summon a celestial or fiendish creature, he instead summons a pseudonatural version of that creature. For example, by casting *summon monster IV*, he could summon a pseudonatural dire wolf. This adds the pseudonatural template (see page 160) to the summoned creature.

An alienist gives up the ability to summon nonpseudonatural creatures with a *summon monster* spell. For instance, the alienist described above couldn't summon a mephit or howler with *summon monster IV*.

Alien Blessing (Ex): An alienist who attains 2nd level gains a +1 insight bonus on all saving throws, but he permanently loses 2 points of Wisdom.

Metamagic Secret: An alienist listens to the secret voices whispering from beyond time's end, and profits thereby. At 3rd and again at 7th level, he can choose any metamagic feat as a bonus feat.

Mad Certainty (Ex): At 4th level, an alienist's mad certainty in the power of entities beyond the reach of normal space and time lend him an unnatural fortitude, granting him an additional 3 hit points. However, constantly dwelling on such beings is mentally corrosive, and the alienist's mind begins to fracture. He now takes a –4 penalty on all Bluff, Diplomacy, and

Trilla Lilleir, an alienist, summons an outer horror

Illus. by D. Crabapple

Handle Animal checks made to influence nonpseudonatural creatures.

Pseudonatural Familiar: Beginning at 5th level, an alienist's familiar, if any, gains the pseudonatural template (see page 160) in addition to the powers and abilities normal for a familiar of the appropriate level. This effect does not replace an existing familiar—the familiar has been slowly taking on pseudonatural aspects as the alienist rises in level, and those characteristics become fully functional at this point. From now on, the alienist's newly summoned familiars already possess the pseudonatural template. If an alienist has no familiar, this ability has no effect.

Extra Summoning: From 6th level on, an alienist gains one extra spell slot at his highest spell level. This slot can be used only for a *summon monster* spell. As an alienist becomes able to learn higher-level spells, the extra slot migrates up to the new highest level.

Insane Certainty (Ex): At 8th level, an alienist's mad certainty crystallizes into a truly chilling mania. He gains an additional 3 hit points, but his mental faculties continue to degrade. His penalty on Bluff, Diplomacy, and Handle Animal checks made to influence nonpseudonatural creatures increases to –10.

Timeless Body (Ex): At 9th level, an alienist learns the secret of perpetual youth. He no longer takes ability penalties for aging and cannot be magically aged (see Table 6–5, page 109 of the *Player's Handbook*). Ability score bonuses from aging still accrue, and any penalties the alienist might have already taken remain in place. An alienist is stolen away by horrible entities when his time is up, and he is never seen again.

Alien Transcendence (Su): A 10th-level alienist, because of long association with alien entities and intense study of insane secrets, transcends his mortal form and becomes an alien creature. His type changes to outsider. Additionally, he gains damage reduction 10/magic and resistance to acid 10 and electricity 10.

Upon achieving alien transcendence, an alienist undergoes a minor physical change, usually growing a small tentacle or other strange feature, such as an extra appendage, organ, eye, or enigmatic lump. An alienist can hide this abnormality in a robe or hood, but the alien growth is not under the alienist's control and sometimes moves, twitches, opens, or otherwise animates of its own accord. This applies a –4 penalty on Disguise checks an alienist makes to conceal his true nature.

Anyone who shares an alienist's predilection for study of the Far Realms immediately recognizes his transcendent nature, and he gains a +2 circumstance bonus on all Charisma-based skill checks and ability checks when interacting with such beings. He gains a +2 circumstance bonus on Intimidate checks involving any other creatures to whom he reveals his abnormal nature.

SAMPLE ALIENIST

Trillia Lilleir: Female human conjurer 5/alienist 5; CR 10; Medium humanoid; HD 10d4+20 plus 6; hp 52; Init +1; Spd 30 ft.; AC 17*, touch 13, flat-footed 16*; Base Atk +4; Grp +4; Atk or Full Atk +5 melee (1d6, masterwork quarterstaff) or +5 ranged touch (by spell); SA summon alien; SQ alien blessing, familiar (pseudonatural toad), familiar benefits (Alertness, empathic link, share spells), mad certainty, metamagic secret; AL CN; SV Fort +7, Ref +4, Will +10; Str 10, Dex 12, Con 14, Int 18, Wis 12, Cha 8.

*Includes +4 armor bonus from *mage armor.*

Skills and Feats: Bluff –1 (–5 against nonpseudonatural creatures), Concentration +15, Decipher Script +17, Diplomacy –1 (–5 against nonpseudonatural creatures), Handle Animal –1 (–5 against nonpseudonatural creatures), Knowledge (arcana) +17, Knowledge (the planes) +17, Listen +7, Spellcraft +19, Spot +8, Survival +1 (+3 when on other planes); Alertness (from familiar), Arcane Defense (conjuration)†, Augment Summoning, Craft Wand[B], Great Fortitude, Scribe Scroll[B], Silent Spell[B], Spell Focus (conjuration).

†New feat described on page 73.

Languages: Abyssal, Common, Infernal, Terran, one other.

Summon Alien: When Trillia uses a *summon monster* spell to summon a celestial or fiendish creature, she instead summons a pseudonatural version of that creature. She cannot summon a nonpseudonatural creature with a *summon monster* spell.

Familiar: Trillia's familiar is a pseudonatural toad named Snek. The familiar uses the better of its own and Trillia's base save bonuses. The creature's abilities and characteristics are summarized below.

Snek: Pseudonatural toad familiar; CR —; Tiny outsider; HD 10; hp 26; Init +1; Spd 5 ft.; AC 24*, touch 15, flat-footed 23*; Base Atk +4; Grp –13; Atk or Full Atk —; Space/Reach 2-1/2 ft./0 ft.; SA true strike; SQ alternate form, amphibious, damage reduction 5/magic, deliver touch spells, improved evasion, low-light vision, resistance to acid 10, electricity 10, speak with amphibians, speak with master, spell resistance 20; SV Fort +2, Ref +3, Will +10; Str 1, Dex 12, Con 11, Int 10, Wis 14, Cha 5.

*Includes +4 armor bonus from *mage armor.*

Skills and Feats: Hide +21, Listen +4, Spot +4; Alertness.

True Strike (Su): Once per day, Snek can make a normal attack with a +20 insight bonus on a single attack roll. This attack is not affected by the miss chance that applies to attack rolls against a concealed target.

Alternate Form (Su): At will, Snek can assume the form of a tentacled mass as a standard action, although its abilities remain unchanged. Other creatures receive a –1 morale penalty on attack rolls against Snek in its alternate form.

Amphibious (Ex): Snek can survive comfortably on land or in the water.

Deliver Touch Spells (Su): Snek can deliver touch spells for Trillia (see Familiars, page 52 of the *Player's Handbook*).

Improved Evasion (Ex): If Snek is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw and half damage if the saving throw fails.

Speak with Amphibians (Ex): Snek can communicate with animals of approximately the same kind as itself (including dire varieties).

Speak with Master (Ex): Snek can communicate verbally with Trillia. Other creatures do not understand the communication without magical help.

Familiar Benefits: Trillia gains special benefits from having a familiar. This creature grants Trillia 3 additional hit points (included in the above statistics).

Alertness (Ex): Snek grants its master Alertness as long as it is within 5 feet.

Empathic Link (Su): Trillia can communicate telepathically with her familiar at a distance of up to 1 mile. The master has the same connection to an item or a place that the familiar does.

Share Spells (Su): Trillia may have any spell she casts on herself also affect her familiar if the latter is within 5 feet at the time. She may also cast a spell with a target of "You" on her familiar.

Wizard Spells Prepared (caster level 10th; prohibited schools enchantment and evocation): 0—*acid splash* (+5 ranged touch), *detect magic, message, read magic, touch of fatigue* (+4 melee touch; DC 14); 1st—*disguise self, expeditious retreat, mage armor* (already cast), *obscuring mist, ray of enfeeblement* (+5 ranged touch), *shield;* 2nd—*bear's endurance, detect thoughts* (DC 16), *false life,* silent *disguise self, spider climb, web* (DC 17); 3rd—*dispel magic* (2), *displacement, stinking cloud* (DC 18), *summon monster III;* 4th—*dimensional anchor* (+5 ranged touch), *Evard's black tentacles, fear* (DC 18), silent *summon monster III* (2); 5th—silent *summon monster IV, summon monster V, teleport.*

Spellbook: as above plus 0—all others except *dancing lights, daze, flare, light, ray of frost;* 1st—*grease, summon monster I;* 2nd—*summon monster II;* 3rd—*tongues;* 4th—*phantasmal killer, stoneskin, summon monster IV;* 5th—*cloudkill, dismissal.*

Possessions: Ring of protection +2, masterwork quarterstaff, *headband of intellect +2, potion of cure moderate wounds,* scroll of *stoneskin, wand of invisibility* (15 charges), 350 gp.

ARGENT SAVANT

Of all the energies summoned or shaped by magic, force is perhaps the most pure. No analog for this power exists in the physical world; it comes into being only through the medium of spells, and therefore represents a perfection of intent that contradicts the imperfection of the everchanging world and its mutable elements. Sometimes referred to as the "force mage," the argent savant regards spells that evoke or apply magical force as the noblest and most fascinating spells at his disposal, and he seeks to increase his understanding and control of this mystical power at every opportunity.

Most argent savants are evokers or abjurers, or sorcerers who choose a number of force spells as they advance in level. Without some facility at the manipulation of magical force, a spellcaster cannot embark on the secret studies of the argent savant.

NPC argent savants sometimes join groups that aim to take on a powerful wizard or sorcerer who has protected his domicile with powerful wards of force. Argent savants of sufficient ability can dissolve the force effects of others.

Adaptation: One way to make the argent savant different is to redirect his focus to the manipulation of energy other than force: acid, cold, electricity, fire, or sonic. For instance, a fiery argent savant would gain a +2 competence bonus on attack rolls made with fire spells and a +2 bonus to Armor Class when casting any defensive spells due to a halo of protective flame. Fire spells with a duration longer than instantaneous would last longer, he could subtract his class level from any fire damage he takes, and he could dispel other fire spells.

Hit Die: d4.

Requirements

To qualify to become an argent savant, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 6 ranks, Spellcraft 12 ranks.

Spells: Able to cast at least five spells with the force descriptor, at least one of which must be 5th level or higher.

Class Skills

The argent savant's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the argent savant prestige class.

Weapon and Armor Proficiency: Argent savants gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level after 1st, an argent savant gains new spells per day (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (such as the bonus feat sometimes gained by a wizard). If he had more than one arcane spellcasting class before becoming an argent savant, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Force Specialization: An argent savant gains a +2 competence bonus on attack rolls made with his force spells. He also adds a +1 bonus to each die of damage dealt by spells he casts with the force descriptor. If the force spell doesn't deal damage expressed by dice, he adds only a +1 bonus to the total damage dealt.

For example, a *magic missile* cast by a 9th-level wizard/1st-level argent savant deals 1d4+2 points of damage per missile. A 9th-level wizard/4th-level argent savant deals 4d6+7 points of force damage with his *Mordenkainen's sword* spell.

Force Armor (Ex): At 2nd level and higher, an argent savant gains more benefit from defensive force spells than other characters. If he casts a force spell that pro vides an armor bonus or a shield bonus to Armor Class, he increases the spell's normal armor bonus by 2. For example, *mage armor* nor mally adds an armor bonus of +4 to the caster's AC, but an argent savant with this ability who casts *mage ar mor* adds an armor bonus of +6 to hia AC.

Enduring Force (Ex): Force spells cast by an argent savant of 3rd level or higher linger longer than normal, and they are more difficult to counter or dispel. The duration of a force spell cast by the savant is doubled, as if the Extend Spell feat had been applied to it. However, the spell's level and casting time are unchanged. The same restrictions that apply to extended spells apply to spells affected by enduring force. In addition, the DC required to counter or dispel the argent savant's force spells increases by 4.

Ablate Force (Ex): Due to his improved understanding of magical force, an argent savant of 4th level or higher can prevent force damage to himself. He subtracts his class level from damage dealt by any force spell or effect. A force spell producing multiple attacks, such as *magic missile,* is considered a single attack for this purpose; deduct the savant's level from the total damage dealt by the spell, not the damage dealt by each individual missile.

Unbind Force (Su): At 5th level, an argent savant learns how to unweave a force spell or effect and liberate its magical energy. As a standard action, he can attempt to dispel a single force spell or effect within 60 feet (even those normally immune to *dispel magic*, such as *wall of force*). If he succeeds on a caster level check (DC 11 + opposing caster's level), the force effect is unbound. This immediately dispel the effect and deals 1d6 points of force damage per level of the dispelled spell to all creatures and objects within 10 feet of the unbound spell. For example, if an argent savant unbound another caster's *wall of force,* the liberated spell energy would deal 5d6points of force damage to anyone within 10 feet of the wall's former location.

Silveth Agreimal, an argent savant

Illus. by S. Belledin

SAMPLE ARGENT SAVANT

Silveth Agreimal: Female elf sorcerer 10/argent savant 2; CR 12; Medium humanoid; HD 12d4; hp 31; Init +3; Spd 30 ft.; AC 22*, touch 16, flat-footed 19*; Base Atk +6; Grp +6; Atk +7 melee (1d8/19–20, masterwork longsword) or +9 ranged touch (by spell); Full Atk +7/+2 melee (1d8/19–20, masterwork longsword) or +9 ranged touch (by spell); SA force specialization; SQ elf traits, force armor, low-light vision; AL N; SV Fort +5, Ref +8, Will +11

Table 2–4: The Argent Savant

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Force specialization	—
2nd	+1	+0	+0	+3	Force armor	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Extended force	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Ablate force	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Unbind force	+1 level of existing arcane spellcasting class

(+13 against enchantments); Str 10, Dex 16, Con 10, Int 13, Wis 8, Cha 18.

*Includes +6 armor bonus from *mage armor*.

Skills and Feats: Concentration +13, Knowledge (arcana) +7, Listen +1, Search +3, Spellcraft +17 (+19 to decipher spells on scrolls), Spot +1, Use Magic Device +13 (+15 when using scrolls); Combat Expertise, Empower Spell, Magical Aptitude, Spell Penetration, Split Ray†.

†New feat described on page 83.

Languages: Common, Draconic, Elven.

Force Specialization: Silveth gains a +2 competence bonus on attack rolls made with her force spells. She adds a +1 bonus to each die of damage dealt by spells she casts with the force descriptor. If the force spell doesn't deal damage expressed by dice, she adds only a +1 bonus to the total damage dealt.

Elf Traits: Elves have immunity to magic sleep effects. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Force Armor (Ex): If Silveth casts a force spell that provides an armor bonus to Armor Class, the armor bonus normally offered increases by 2.

Sorcerer Spells Known (6/7/7/7/7/4 per day; caster level 11th): 0—*acid splash* (+9 ranged touch), *arcane mark, dancing lights, detect magic, detect poison, ghost sound, light, message, read magic;* 1st—*mage armor* (already cast), *magic missile, ray of enfeeblement* (+9 ranged touch), *shield, unseen servant;* 2nd—*cat's grace, eagle's splendor, Melf's acid arrow* (+9 ranged touch), *scorching ray* (+9 ranged touch), *see invisibility;* 3rd—*dispel magic, haste, protection from energy, ray of exhaustion* (+9 ranged touch); 4th—*dimension door, orb of force*† (+9 ranged touch), *Otiluke's resilient sphere* (DC 18); 5th—*Bigby's interposing hand, cone of cold* (DC 19).

†New spell described on page 116.

Possessions: Masterwork longsword, *cloak of resistance* +2, *ring of feather falling, ring of protection* +3, *potion of cure serious wounds*, scroll of *barkskin* (caster level 6th), 120 pp.

BLOOD MAGUS

Death is the ultimate risk that spellcasters, like all adventurers, must contend with. Some are cut down before they have a chance at true glory; others find true peace only in the afterlife; and others are brought back from death by companions with the powerful magical resources to perform such a miracle. For a rare few such arcanists, this trip to the great beyond and back brings a new enlightenment—a comprehension of the body and its individual parts that transcends the understanding of those who have not experienced death and returned to tell the tale.

These newly raised spellcasters say that the first sound they hear upon returning to life is the pulse of life-giving blood in their veins. To these fortunate few, this flow of blood through their veins is sweet music: the sound of life. They can feel it reenergizing every particle of their form, flushing death away and leaving life in its place. It is thick and warm, and they greedily embrace it.

Such arcane spellcasters become blood magi: formerly deceased spellcasters who, when returned to life, gain an understanding of their blood's importance, bequeathed by their close call. They learn to evoke magic from this vital fluid that sustains their lives. Blood magi cannot be trained, owing to the unusual nature of their enlightenment, and they are most likely to have first been sorcerers.

NPC blood magi are thus rarely, if ever, found in groups. They are more likely to be thinly scattered throughout a region's spellcaster population.

Adaptation: A twist on the blood magus as presented here would be to tie the class to some deity or entity. Whenever the blood magus works his blood magic, he also gives blood sacrifice to the deity or entity so named, and it is through this bloody patron that the blood magus powers his magic.

Hit Die: d6.

Requirements

To qualify to become a blood magus, a character must fulfill all the following criteria.

Alignment: Any but lawful good.

Skills: Concentration 4 ranks.

Feat: Great Fortitude, Toughness.

Spells or Spell-Like Abilities: Arcane caster level 5th.

Special: The character must have been killed, then returned to life.

Class Skills

The blood magus's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Heal (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the blood magus prestige class.

Weapon and Armor Proficiency: Blood magi gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level except 5th and 10th, a blood magus gains new spells per day (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (such as the bonus feat sometimes gained by a wizard). If he had more than one arcane spellcasting class before becoming a blood magus, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Blood Component (Su): A blood magus can substitute a drop of his own blood for a spell's material components, if any, and in so doing increase the spell's power. The pinprick or minor knife cut to draw the requisite blood is a free action

(just like using material components) that becomes a normal part of casting the spell. Using this ability deals 1 point of damage to the blood magus but raises the spell's caster level by 1. Damage reduction, if the character has any, doesn't apply to this damage.

If a spell has a costly material component (greater than 1 gp), the component must still be provided. If a spell has no material component, a blood magus can still use this ability to enhance a spell if he desires.

Durable Casting (Ex): A blood magus has a knack for being able to concentrate on casting spells and maintaining them despite taking damage while doing so. For the purpose of making a Concentration check to cast, concentrate on, or direct a spell when he might be distracted by damage, a blood magus subtracts his level from any hit point damage dealt to him by an attack that strikes him during the action (or whenever he is subject to a source of continuous damage, such as *Melf's acid arrow*). A blood magus still takes all the damage dealt to him, but the damage is less likely to affect his ability to cast, concentrate on, or direct spells successfully.

For example, a 1st-level blood magus can "ignore" 1 point of damage from each source that damages him while casting a spell for the purpose of determining the DC of his Concentration check to cast successfully. If struck for 5 points of damage while casting a spell, he must make a Concentration check to successfully cast, but the DC is only 10 + 4 (damage dealt minus 1) + the spell's level. A 5th-level blood magus could ignore up to 5 points of damage dealt from each source that damages him during casting (and thus wouldn't have to make a Concentration check if struck for 5 points of damage or less).

Because of this ability, damage a blood magus takes from using his blood component and bloodseeking spell special abilities never requires him to make a Concentration check to finish the spell he is casting.

Stanch (Ex): A blood magus automatically becomes stable when his hit points drop below 0. He still dies if he reaches –10 hit points or lower.

Scarification (Ex): Beginning at 2nd level, a blood magus can inscribe spells on his own skin for later use. This process involves deeply scratching the skin (which deals no damage but often leaves scars). The scratches remain fresh until the inscribed spell is cast, at which time the wound heals normally. Effectively, a blood magus gains the Scribe Scroll feat (see page 99 of the *Player's Handbook*) using an alternative medium.

All rules, XP costs, and expenses that apply to Scribe Scroll also apply to this ability. Likewise, "reading" a scar follows the same rules as reading a scroll, but only a blood magus can decipher his own scars. One's own skin leaves a limited amount of room to easily inscribe and "read" magical scars. Thus, a blood magus can have only six of these scars at any one time.

Death Knell (Sp): At 3rd level and higher, a blood magus has the ability to use *death knell* as the spell once per day.

Blood Draught (Ex): At 4th level, a blood magus learns how to store spells of up to 3rd level in his own blood. Effectively, he gains the Brew Potion feat (see page 89 of the *Player's Handbook*) using an alternative medium. All rules, XP costs, and expenses that apply to Brew Potion also apply to this ability, with the following exceptions.

Once "brewed," a blood draught remains in circulation within a magus's body. The maximum number of draughts he can store at one time is equal to his blood magus level + his Con score, but if he is ever slain, they are all immediately ruined—even if he is subsequently returned to life. Blood draughts are never accidentally lost through major blood loss or by a blood-draining attack.

To consume a draught, a blood magus pricks his skin, automatically bringing forth the desired effect. This is a standard action that provokes attacks of opportunity, like drinking a potion. Another individual can partake of a blood draught (if he has a strong stomach) by drinking 1 ounce of the blood magus's blood as a full-round action. The blood magus must have an open wound to share the effects of a blood draught with another creature; if he lacks one, the creature can inflict a wound that deals 1 point of damage to the blood magus as part of the action to consume the draught. A blood magus cannot store his blood in a container to share at a later time. The blood draught must be drawn fresh from his body, or it loses potency within 1 round.

Homunculus (Su): From 5th level on, a blood magus can use his blood to give life to a new companion creature—a homunculus (see page 154 of the *Monster Manual*). A blood

Table 2–5: The Blood Magus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+2	+0	+0	Blood component, durable casting, stanch	+1 level of existing arcane spellcasting class
2nd	+1	+3	+0	+0	Scarification	+1 level of existing arcane spellcasting class
3rd	+1	+3	+1	+1	*Death knell*	+1 level of existing arcane spellcasting class
4th	+2	+4	+1	+1	Blood draught	+1 level of existing arcane spellcasting class
5th	+2	+4	+1	+1	Homunculus	—
6th	+3	+5	+2	+2	Bloodseeking spell	+1 level of existing arcane spellcasting class
7th	+3	+5	+2	+2	Thicker than water	+1 level of existing arcane spellcasting class
8th	+4	+6	+2	+2	Awaken blood	+1 level of existing arcane spellcasting class
9th	+4	+6	+3	+3	Infusion	+1 level of existing arcane spellcasting class
10th	+5	+7	+3	+3	Bloodwalk	—

magus need not meet any of the given prerequisites to create the homunculus; however, a blood magus must permanently sacrifice 1 hit point as part of the creation process. The process requires 1 hour.

A blood magus enjoys a stronger than normal link with his homunculus. By touching the homunculus, a blood magus can transfer his wounds to the creature (up to 1 hp per level with each touch). This is a standard action that provokes attacks of opportunity.

Each time a blood magus gains a class level, his homunculus advances 1 Hit Die, as described on page 290 of the *Monster Manual,* and it gains all the normal benefits of its increased Hit Dice (increased base attack bonus, saves, and so on). The homunculus advances to a maximum of 6 Hit Dice when the blood magus reaches 9th level.

If his homunculus is destroyed, a blood magus takes 2d10 points of damage, as noted in the *Monster Manual*. A blood magus's death results in the death of his homunculus.

A blood magus can have only one homunculus at any given time.

Bloodseeking Spell (Su): Beginning at 6th level, a blood magus can imbue his spells with the ability to draw blood from their targets. To use this ability, a blood magus must inflict a wound on himself; this is a free action that deals 3 points of damage to the blood magus and becomes a normal part of casting the spell. Damage reduction, if a blood magus has any, doesn't apply to this damage.

A bloodseeking spell deals an extra 1d6 points of damage to each target that takes damage from the spell. This extra damage applies only to spells that deal hit point damage, not to spells that deal ability damage, ability drain, or other kinds of damage. Constructs, elementals, oozes, plants, undead, and any creatures without blood or a similar substance within their bodies are immune to this effect.

Illus. by G. Kubic

A blood magus uses his bloodwalk ability to enter a bugbear . . .

Thicker Than Water (Su): At 7th level and higher, a blood magus's vital fluids are partially under his control. When a blood magus is injured, his blood withdraws from the wound, avoiding some damage that he would otherwise take. This ability gives the blood magus damage reduction 1/bludgeoning.

Awaken Blood (Su): At 8th level and higher, a blood magus can bestow momentary consciousness on an opponent's blood. If he hits a foe with a melee touch attack, the opponent's blood tries to get free of its confinement—all at once. The pressure disrupts the victim's tissues, dealing 10d10 points of damage. This ability is usable only once per day, but a blood magus can try to use it again later in the day if his previous attempt failed. The effect is instantaneous.

Constructs, elementals, oozes, plants, undead, and any creatures without blood or a similar substance within their bodies are immune to this effect.

Infusion (Ex): Upon reaching 9th level, a blood magus prepares a special one-time distillation of his own blood. After partaking of the infusion, he gains a 2-point increase to his Constitution score.

Bloodwalk (Su): At 10th level, a blood magus becomes perfectly attuned to the song of blood. He gains the supernatural ability to transport himself great distances via the blood of living creatures. Once per day as a standard action that does not provoke attacks of opportunity, he can seamlessly enter any living creature (except an elemental, ooze, plant, undead, or other creature without blood or a similar fluid) whose size equals or exceeds his own and pass any distance to another living creature on the same plane in a single round, regardless of the distance separating the two. A blood magus merely designates a direction and distance ("a living creature twenty miles due west of here"), and the bloodwalk ability transports him to a destination creature as close as possible to the desired location. He can't specify a named individual as the endpoint unless he has previously obtained a sample of that creature's blood and has it preserved in a vial that he carries.

The entry and destination creatures need not be familiar to the blood magus. A blood magus cannot use himself as an entry creature. If an intended entry creature is unwilling, he must make a successful melee touch attack to enter. (A missed touch attack does not use up the ability for that day.) When exiting a creature, a blood magus chooses an adjacent square in which to appear. Entering and exiting a creature is painless unless a blood magus wishes otherwise (see below). In most cases, though, the destination creature finds being the endpoint of a magical portal surprising and quite unsettling.

If he desires, a blood magus can attempt to make a bloody exit from the destination creature. He bursts forth explosively from the creature's body, dealing 10d6 points of damage unless the creature makes a Fortitude save (DC 10 + blood magus's class level + blood magus's Con modifier). When he makes a bloody exit, a blood magus must succeed on a DC 15 Fortitude save or be stunned for 1 round from the shock of his expulsion.

SAMPLE BLOOD MAGUS

Cotter Maggin: Male human sorcerer 6/blood magus 2; CR 8; Medium humanoid; HD 6d4+12 plus 2d6+4 plus 3; hp 42; Init +1; Spd 30 ft.; AC 16*, touch 12, flat-footed 15*; Base Atk +4; Grp +5; Atk or Full Atk +6 melee (1d4+1/19–20, masterwork dagger); SA —; SQ blood component, durable casting, familiar (tiny viper), familiar benefits (Alertness, empathic link, share spells), scarification, stanch; AL N; SV Fort +9, Ref +3, Will +5; Str 12, Dex 13, Con 14, Int 8, Wis 10, Cha 19.

*Includes +4 armor bonus from *mage armor.*

Skills and Feats: Bluff +18, Concentration +13, Diplomacy +6, Disguise +4 (+6 to act in character), Intimidate +6; Alertness (from familiar), Dodge, Great Fortitude, Spell Focus (evocation), Toughness.

Language: Common.

Blood Component (Su): Cotter can substitute a drop of his own blood for a spell's material component (if it has no gp value) as a free action. Using this ability deals 1 point of damage to Cotter but raises the spell's caster level by 1. Damage reduction does not apply to this damage.

Durable Casting (Ex): Cotter subtracts 2 from the DC of Concentration checks made to cast, concentrate on, or direct spells when he takes damage (or per source of continuous damage).

Familiar: Cotter's familiar is a Tiny viper named Agrippa. The familiar uses the better of its own and Cotter's base save bonuses. The creature's abilities and characteristics are summarized below.

Agrippa: Tiny viper familiar; CR —; Tiny magical beast; HD 8; hp 21; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 24*, touch 15, flat-footed 21*; Base Atk +4; Grp –7; Atk +9 melee (1 plus poison, bite); Full Atk +9 melee (1 plus poison, bite); Space/Reach 2-1/2 ft./0 ft.; SA poison; SQ deliver touch spells, improved evasion, scent, speak with master; AL N; SV Fort +5, Ref +5, Will +6; Str 4, Dex 17, Con 11, Int 8, Wis 12, Cha 2.

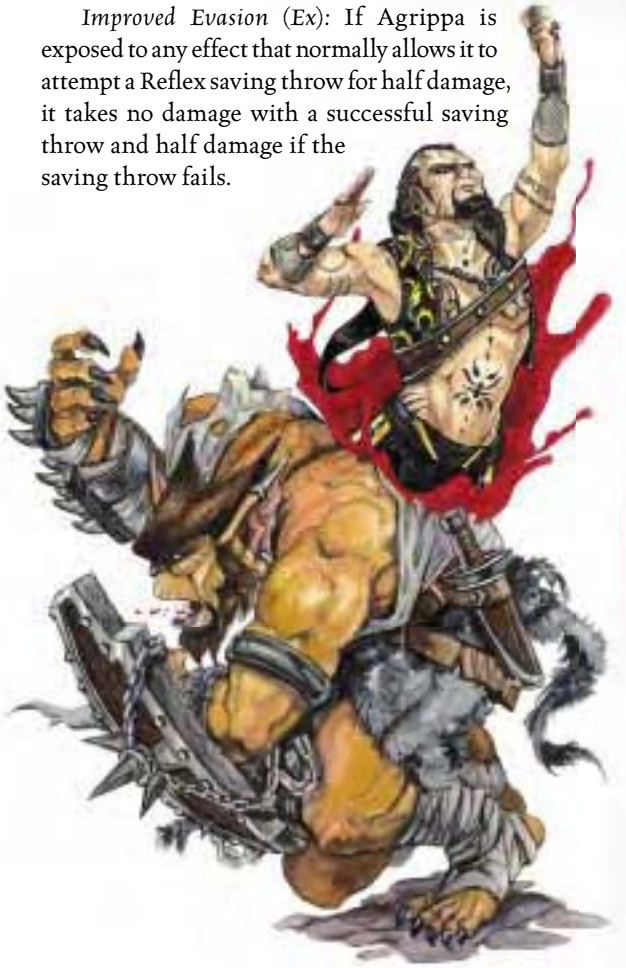
*Includes +4 armor bonus from *mage armor.*

Skills and Feats: Balance +11, Climb +11, Hide +15, Listen +6, Spot +6, Swim +5; Weapon Finesse.

Poison (Ex): Agrippa has a poisonous bite that deals initial and secondary damage of 1d6 Con. The save DC is 10.

Deliver Touch Spells (Su): Agrippa can deliver touch spells for Cotter (see Familiars, page 52 of the *Player's Handbook*).

Improved Evasion (Ex): If Agrippa is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw and half damage if the saving throw fails.



. . . and then bursts forth in a bloody exit

Illus. by G. Kubic

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Speak with Master (Ex): Agrippa can communicate verbally with Cotter. Other creatures do not understand the communication without magical help.

Familiar Benefits: Cotter gains special benefits from having a familiar. This creature grants Cotter a +3 bonus on Bluff checks (included in the above statistics).

Alertness (Ex): Agrippa grants its master Alertness as long as it is within 5 feet.

Empathic Link (Su): Cotter can communicate telepathically with his familiar at a distance of up to 1 mile. The master has the same connection to an item or a place that the familiar does.

Share Spells (Su): Cotter may have any spell he casts on himself also affect his familiar if the latter is within 5 feet at the time. He may also cast a spell with a target of "You" on his familiar.

Scarification (Ex): Cotter can inscribe up to six spells on his own skin for later use as if using the Scribe Scroll feat. Cotter currently has the following spells inscribed on his skin: *dimension door, fly, invisibility, mirror image, remove curse,* and any one other spell of the DM's choice.

Stanch (Ex): Cotter automatically becomes stable when his hit points drop below 0. He still dies if he reaches –10 hit points or below.

Sorcerer Spells Known (6/7/7/6/4 per day; caster level 8th): 0—*acid splash* (+5 ranged touch), *detect magic*, *disrupt undead* (+5 ranged touch), *flare* (DC 15), *light*, *mage hand*, *message*, *read magic*; 1st—*alarm*, *chill touch* (+5 melee touch; DC 15), *mage armor* (already cast), *magic missile*, *mount*; 2nd—*bear's endurance*, *blur*, *see invisibility*; 3rd—*fireball* (DC 18), *fly*; 4th—*enervation* (+5 ranged touch).

Possessions: Ring of protection +1, masterwork dagger, *cloak of Charisma +2*, *potion of cure serious wounds*, *wand of cat's grace* (22 charges), gold amulet (600 gp), 10 pp.

EFFIGY MASTER

Fascinated by the animating force of life itself, the effigy master is an expert in the imitation of true life. Through long study and experimentation, he learns to infuse his creations with a pseudolife far more resilient and vital than that which animates similar creations of other spellcasters. The effigy master brings to life sculptures made of clay, snow, wax, or mud, and uses this ability to create guardians, defenses, and even companions and cohorts. At the same time, the effigy master continues to study the secrets of magic, albeit at a slower pace.

Effigy masters are often wizards who seek the knowledge of imparting life to nonliving elements as a means to create loyal minions that don't require much maintenance. Sorcerers also sometimes become effigy masters, although they generally don't pursue the class for long.

NPC effigy masters are unusual individuals. Some sell their services to wealthy lords or merchants who desire retinues of absolutely loyal guards who cannot be charmed or bought. Others are experimenters who indulge in the process of creating pseudolife to satisfy their own curiosity and inquisitiveness. A few are bitter and spiteful loners who delight in creating mockeries of the living or seek to attain power by replacing those who have what the effigy master desires.

Adaptation: Those who really enjoy the concept of the effigy master might wish the prestige class offered more than five levels of advancement. It would be a simple enough matter to extend the class for five more levels, continuing the implied progression in all areas. This means the class should gain an ability at 7th and 9th levels, at least, and perhaps another ability at 10th level. The 7th-level ability could allow new effigies to be created more cheaply. The 9th-level ability could further improve an effigy's attack, damage, and saving throws by an additional +1. The final ability (in return for not gaining +1 caster level at 10th level) might allow the effigy master to possess an effigy once per day for up to 10 minutes in a manner similar to the *magic jar* spell.

Hit Die: d4.

Requirements

To qualify to become an effigy master, a character must fulfill all the following criteria.

Skills: Craft (leatherworking, metalworking, or woodworking) 10 ranks, Knowledge (arcana) 5 ranks, Spellcraft 5 ranks, Use Magic Device 2 ranks.

Feat: Craft Wondrous Item.

Special: Must have the *simulacrum* spell on a class spell list, whether or not the character is able to cast it.

Class Skills

The effigy master's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the effigy master prestige class.

Weapon and Armor Proficiency: Effigy masters gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each class level after 1st, an effigy master gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, a bonus feat, and so on). If he had more than one spellcasting class before becoming an effigy master, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Craft Effigy (Su): An effigy master can create constructs known as effigies (see page 151). Unlike other creators, he need not possess the Craft Construct feat to complete this task, nor does he need the feat or ranks in Knowledge (architecture and engineering) to repair an effigy he creates (see page 151 for details on repairing an effigy). An effigy master can add his class level to his caster level to determine the maximum Hit Dice of effigy that he can create.

Table 2–6: The Effigy Master

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Craft effigy	—
2nd	+1	+0	+0	+3	—	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Improved effigy	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	—	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Effigy link	+1 level of existing spellcasting class

Crafting an effigy requires a body to be built from wood, leather, metal, and wire. This requires a DC 15 Craft (woodworking, leatherworking, or metalworking) check. The gp and XP required to create the effigy depends on its size, as described on page 155.

Improved Effigy (Ex): An effigy master of 3rd level or higher can improve upon his creations, granting them a permanent +2 competence bonus on attack rolls, damage, and saves. This requires one day of work and costs 100 gp of supplies per Hit Die of the effigy to be improved, but has no XP cost.

Effigy Link (Su): At 5th level and higher, an effigy master can create a supernatural bond between himself and one of his effigies. This requires a 1-hour ritual. Afterward, the effigy master can sense the effigy's condition (as if he had cast *status* on the effigy), and can scry on the effigy (as if casting the *scrying* spell) once per day.

Furthermore, an effigy master gains a +1 morale bonus on saving throws and caster level checks as long as he is within 5 feet of his bonded effigy.

An effigy master can be linked to only one effigy at any time. If the linked effigy is destroyed, or if the effigy master wants to establish a new link, he can create a link to another effigy (and eliminate the old link) by performing the ritual with the new effigy.

SAMPLE EFFIGY MASTER

Fenlun Herlendal: Male gnome illusionist 7/effigy master 1; CR 8; Small humanoid; HD 8d4+16 plus 3; hp 40; Init +1; Spd 20 ft.; AC 12, touch 12, flat-footed 11; Base Atk +3; Grp –2; Atk or Full Atk +3 melee (1d3–1/19–20, dagger) or +5 ranged (1d6/19–20, light crossbow); SA spell-like abilities; SQ craft effigy, familiar (rat), familiar benefits (Alertness, empathic link, share spells), gnome traits, low-light vision; AL LN; SV Fort +4*, Ref +3*, Will +6*; Str 8, Dex 12, Con 15, Int 17, Wis 8, Cha 14.

Skills and Feats: Appraise +3 (+5 related to metalwork), Concentration +13, Craft (metalworking) +14, Knowledge (arcana) +14, Listen +1, Spellcraft +13 (+15 to decipher spells on scrolls), Use Magic Device +9 (+11 when using scrolls); Alertness (from familiar), Toughness, Craft Wondrous Item, Magical Aptitude, Scribe Scroll[B], Silent Spell[B].

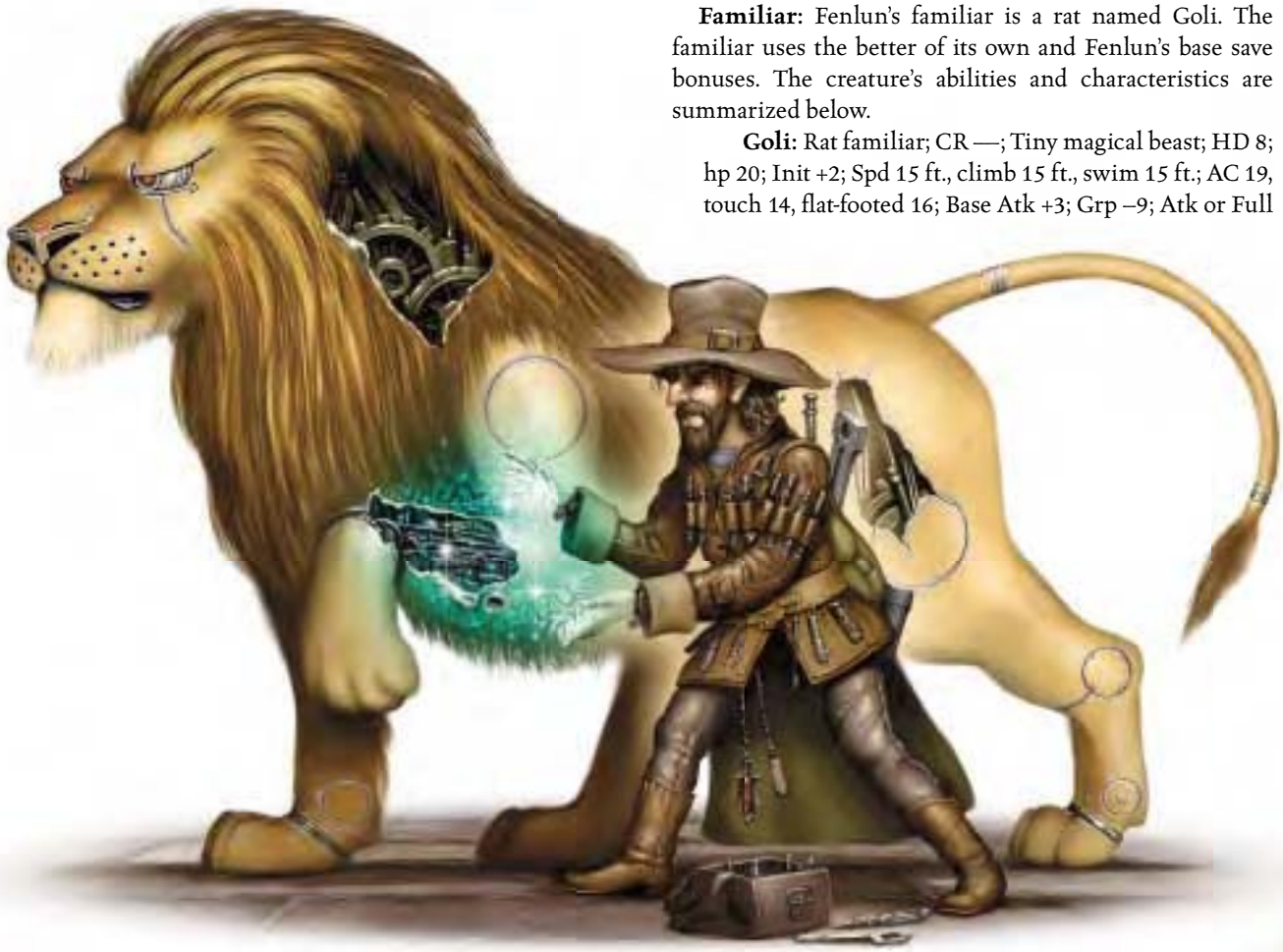
Languages: Common, Draconic, Dwarven, Gnome, Terran.

Spell-Like Abilities: 1/day—*dancing lights, ghost sound* (DC 12), *prestidigitation, speak with animals* (burrowing mammal only, duration 1 minute).

Craft Effigy (Su): Fenlun has created a dire lion effigy. The creature uses the statistics and abilities of the dire lion effigy described on page 152 of this book.

Familiar: Fenlun's familiar is a rat named Goli. The familiar uses the better of its own and Fenlun's base save bonuses. The creature's abilities and characteristics are summarized below.

Goli: Rat familiar; CR —; Tiny magical beast; HD 8; hp 20; Init +2; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 19, touch 14, flat-footed 16; Base Atk +3; Grp –9; Atk or Full



Fenlun Herlendal, an effigy master, builds himself a bodyguard

Illus. by F. Vohwinkel

Atk +7 melee (1d3–4, bite); Space/Reach 2-1/2 ft./0 ft.; SA —; SQ deliver touch spells, improved evasion, low-light vision, scent, speak with master, speak with rodents; AL N; SV Fort +2, Ref +4, Will +8; Str 2, Dex 15, Con 10, Int 9, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10; Weapon Finesse.

Deliver Touch Spells (Su): Goli can deliver touch spells for Fenlun (see Familiars, page 52 of the *Player's Handbook*).

Improved Evasion (Ex): If Goli is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw and half damage if the saving throw fails.

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Speak with Master (Ex): Goli can communicate verbally with Fenlun. Other creatures do not understand the communication without magical help.

Speak with Rodents (Ex): Goli can communicate with animals of approximately the same kind as itself (including dire varieties).

Familiar Benefits: Fenlun Herlendal gains special benefits from having a familiar. This creature grants Fenlun a +2 bonus on Fortitude saves (included in the above statistics).

Alertness (Ex): Goli grants its master Alertness as long as it is within 5 feet.

Empathic Link (Su): Fenlun can communicate telepathically with his familiar at a distance of up to 1 mile. The master has the same connection to an item or a place that the familiar does.

Share Spells (Su): Fenlun may have any spell he casts on himself also affect his familiar if the latter is within 5 feet at the time. He may also cast a spell with a target of "You" on his familiar.

Gnome Traits: Gnomes have a +1 racial bonus on attack rolls against kobolds and goblinoids. Gnomes have a +4 racial bonus to Armor Class against giants.

*Gnomes have a +2 racial bonus on saving throws against illusions.

Wizard Spells Prepared (caster level 7th; prohibited schools enchantment and necromancy): 0—*dancing lights, detect magic, ghost sound* (DC 14), *mage hand, resistance;* 1st—*color spray* (DC 15), *disguise self, magic missile, obscuring mist, shield, unseen servant;* 2nd—*hypnotic pattern* (DC 16), *invisibility, minor image* (DC 16), *mirror image, summon monster II;* 3rd—*displacement, nondetection* (DC 16), *protection from energy,* silent *mirror image;* 4th—*greater invisibility, rainbow pattern* (DC 18).

Spellbook: as above plus 0—all others except *daze, disrupt undead, touch of fatigue;* 1st—*protection from chaos, silent image;* 2nd—*cat's grace, rope trick;* 3rd—*fly, slow;* 4th—*summon monster IV.*

Possessions: Dagger, light crossbow with 10 bolts, *boots of levitation, wand of fox's cunning* (10 charges), scroll of *summon monster IV,* 300 gp.

ELEMENTAL SAVANT

Elemental savants study the basic building blocks of existence—air, earth, fire, and water—learning to harness their powers. Eventually they transcend their mortal forms and become elemental beings.

Elemental savants often begin their careers as individuals intrigued by one or all of the classic elements. Before they ever take levels in the prestige class, these spellcasters typically find themselves drawn to spells of a particular energy type. These spellcasters find satisfaction in the unleashed purity of the elemental energy forms, and they become elemental savants to grow closer to the element that becomes their favorite.

Most elemental savants start out as warmages, wizards, or sorcerers, although divine spellcasters are not unknown in the class. A cleric with the Fire, Water, or Sun domain could also qualify for this prestige class.

NPC elemental savants usually prefer to pursue their studies in solitude or in the company of other elemental savants. Sometimes groups of them gather in places where an element's majesty and power is on display, such as the flanks of a volcano, an island, or a high, windy mountain.

Adaptation: Making a particular element the basis for the theme of a spellcaster's repertoire is an idea that could exist in most any game. For a twist, you might want to consider elements that go beyond the standard, though this would require some work on the DM's part. Other elements might include: bone, metal, nether, plasma, and wood, to name a few. Determining the sort of damage each of these elements does, and how that type of damage interacts with the four recognized types of energy damage (acid, cold, electricity, and fire) is the crux of this design process.

Hit Die: d4.

Requirements

To qualify to become an elemental savant, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 8 ranks, Knowledge (the planes) 4 ranks.

Feat: Energy Substitution (acid, cold, electricity, or fire).

Spells: Able to cast at least three spells that have one of the following descriptors in common: acid, cold, electricity, or fire. One of the spells must be at least 3rd level.

Special: Must have made peaceful contact with an elemental or outsider that has an elemental subtype (air, earth, fire, or water).

Class Skills

The elemental savant's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the elemental savant prestige class.

Weapon and Armor Proficiency: Elemental savants gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level except 5th and 10th, an elemental savant gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, a bonus feat, and so on). If he had more than one spellcasting class before becoming an elemental savant, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Elemental Specialty (Ex): The first step toward transcending mortal form requires an elemental savant to choose his elemental specialty. Upon entering the class, he must select an element and its associated energy type (air = electricity, earth = acid, fire = fire, or water = cold). This choice must match the Energy Substitution feat that the savant selected to gain entry to the prestige class. When the savant casts a spell that normally deals energy damage, its energy descriptor changes to the savant's chosen energy type, and it deals damage of that energy type instead of its normal energy type.

For example, an elemental savant choosing to specialize in fire could still cast *meld into stone*, and its descriptor would not change because it does not deal energy damage. However, if he casts *Melf's acid arrow*, the spell would deal fire damage and have the fire descriptor instead of dealing acid damage and having the acid descriptor.

Kyevera Luerten, an elemental savant

Illus. by S. Belledin

Resistance to Energy (Ex): As an elemental savant gains levels in this prestige class, he becomes more resistant to the type of energy allied with his chosen element. At 1st level, he gains resistance 5 against this energy type. This resistance rises to 10 at 4th level and 20 at 7th level.

Immunity to Sleep (Ex): At 2nd level, as an elemental savant continues to transcend his mortal form, he gains immunity to sleep effects.

Energy Penetration (Ex): Beginning at 3rd level, an elemental savant further refines his ability to wield energy associated with his chosen element. When he casts a spell using that type of energy, he gains a +2 competence bonus on caster level checks (1d20 + caster level) to overcome a creature's spell resistance. At 8th level, this bonus increases to +4. These bonuses stack with those granted by the Spell Penetration and Greater Spell Penetration feats.

Energy Focus (Ex): From 5th level on, an elemental savant is better able to manipulate energy associated with her chosen element. The save DC for any spell with that energy descriptor increases by 1. At 10th level, these save DCs increase by 1 again (total increase of 2). These increases are cumulative with those granted by the Spell Focus and Greater Spell Focus feats.

Darkvision (Ex): At 6th level, an elemental savant gains darkvision out to 60 feet.

Immunity to Paralysis and Poison (Ex): As an elemental savant

Table 2–7: The Elemental Savant

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Elemental specialty, resistance to energy 5	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Immunity to sleep	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Energy penetration +2	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Resistance to energy 10	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Energy focus +1	—
6th	+3	+2	+2	+5	Darkvision	+1 level of existing spellcasting class
7th	+3	+2	+2	+5	Resistance to energy 20	+1 level of existing spellcasting class
8th	+4	+2	+2	+6	Energy penetration +4	+1 level of existing spellcasting class
9th	+4	+3	+3	+6	Immunity to paralysis and poison	+1 level of existing spellcasting class
10th	+5	+3	+3	+7	Elemental perfection, energy focus +2, energy immunity	—

approaches elemental perfection, he gains immunity to paralysis and poison at 9th level.

Elemental Perfection: At 10th level, an elemental savant, through long association with elemental entities and extensive study of their secrets, completely transcends his mortal form to become an elemental creature. His type changes to elemental. He no longer needs to eat, sleep, or breathe (though he must still rest to regain spells). He gains an elemental creature's immunity to stunning, and he is no longer subject to extra damage from critical hits or flanking. An elemental savant gains the speed and movement modes, natural attacks, special attacks, and special qualities of a Medium elemental of the type appropriate to his elemental specialty, as noted in the *Monster Manual*, except that the save DC against his elemental attack form, if any (whirlwind, burn, or vortex) is 20 + his Con modifier.

Upon achieving this state, an elemental savant's appearance undergoes a minor physical change, usually to the skin or eyes. An earth elemental savant, for example, might acquire gemlike eyes and hard, pebbly skin. Anyone who shares the elemental savant's predilection for study of his chosen plane immediately recognizes his transcendent nature. He gains a +2 circumstance bonus on all Charisma-based skill and ability checks when interacting with creatures that share his elemental subtype (air, earth, fire, or water) and with other elemental savants who have chosen his element.

Unlike a normal elemental, an elemental savant retains a soul separate from his body. He can be raised from the dead as normal for a creature of his previous type.

Energy Immunity (Ex): From 10th level on, an elemental savant gains immunity to the type of energy associated with his chosen element.

SAMPLE ELEMENTAL SAVANT

Kyevera Luerten: Female elf warmage 6/elemental savant 4; CR 10; Medium humanoid; HD 6d6 plus 4d4; hp 33; Init +2; Spd 30 ft.; AC 21, touch 12, flat-footed 19; Base Atk +5; Grp +5; Atk or Full Atk +6 melee (1d8 ×3, masterwork spear); SA energy penetration +2, fire specialty, warmage edge; SQ armored mage (light), elf traits, immunity to sleep, low-light vision, resistance to fire 10; AL CG; SV Fort +5, Ref +7, Will +10 (+12 against enchantments); Str 10, Dex 14, Con 11, Int 14, Wis 8, Cha 19.

Skills and Feats: Concentration +13, Intimidate +15, Knowledge (arcana) +15, Knowledge (the planes) +6, Listen +1, Search +4, Spellcraft +11, Spot +1; Energy Substitution (fire), Greater Spell Focus (evocation), Spell Focus (evocation), Spell Penetration.

Languages: Common, Draconic, Elven, Ignan.

Energy Penetration (Ex): When Kyevera casts a spell that has the fire descriptor, she gains a +2 competence bonus on caster level checks to beat a creature's spell resistance (in addition to the bonus from her Spell Penetration feat).

Warmage Edge (Ex): Kyevera gains a +2 bonus on damage dealt by any of her spells that deal hit point damage. A single spell can never gain this extra damage more than once per casting.

Elf Traits: Elves have immunity to magic sleep effects. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Warmage Spells Known (6/7/7/7/6/3 per day; caster level 10th): 0—*acid splash*† (+7 ranged touch), *disrupt undead* (+7 ranged touch), *light*, *ray of frost*† (+7 ranged touch); 1st—accuracy, *burning hands* (DC 17), *chill touch* (+5 melee touch; DC 15), *fist of stone*†, *hail of stone*†, *magic missile*, *lesser orb of acid*†[F] (+7 ranged touch), *lesser orb of cold*†[F] (+7 ranged touch), *lesser orb of electricity*†[F] (+7 ranged touch), *lesser orb of fire*† (+7 ranged touch), *lesser orb of sound*†[F] (+7 ranged touch), *shocking grasp*[F] (+5 melee touch), *Tenser's floating disk*, *true strike*; 2nd—*blades of fire*†, *continual flame*, *fire trap* (DC 16), *fireburst*† (DC 18), *flaming sphere* (DC 18), *ice knife*[F] (DC 16), *Melf's acid arrow*[F] (+7 ranged touch), *pyrotechnics* (DC 16), *scorching ray* (+7 ranged touch), *shatter*[F] (DC 18), *whirling blade*[F] (masterwork sickle +10 melee, 1d6+4); 3rd—*fire shield*, *fireball* (DC 19), *flame arrow*, *gust of wind* (DC 19), *ice storm*[F], *Leomund's tiny hut*, *lightning bolt*[F] (DC 19), *poison* (+5 melee touch; DC 17), *ring of blades*†, *sleet storm*[F], *stinking cloud* (DC 17); 4th—*blast of flame*† (DC 20), *contagion* (DC 18), *Evard's black tentacles*, *orb of acid*†[F], *orb of cold*†[F], *orb of electricity*†[F], *orb of fire*†, *orb of force*†, *orb of sound*†[F], *phantasmal killer* (DC 18), *shout*[F] (DC 20), *wall of fire*; 5th—*arc of lightning*†[F] (DC 19), *cloudkill* (DC 19), *cone of cold*[F] (DC 21), *flame strike* (DC 21), *greater fireburst*† (DC 21), *mass fire shield*†, *prismatic ray*† (DC 21).

† New spell found in Chapter 4.

F: These spells lose their normal energy subtype and gain the fire subtype instead. They deal fire damage instead of their normal kind of energy damage (if they deal damage).

Possessions: +2 chain shirt, *+2 light steel shield*, masterwork spear, masterwork sickle, *cloak of Charisma +2*, *cloak of resistance +2*.

ENLIGHTENED FIST

Not all monks pursue metaphysical perfection to the exclusion of all other study. Some monks combine a rigorous discipline of academic study with martial arts and development of the body. For these monks, that study includes the practice of magic and the implementation of certain arcane tricks into their unarmed combat styles. These enlightened fists master the use of touch spells, creating new forms of combat where their fists strike with blinding speed, phenomenal power, and magical energy.

Most enlightened fists are monk/sorcerers or monk/wizards. Some focus heavily on one class or the other, while others seek to maintain balance between their arcane and physical training.

Enlightened fists are most common in metropolitan settings, where magical training is available and becomes an integral component of the monastic life. Enlightened

fist NPCs often live in communities with ordinary monks, practicing magic primarily as a means of self perfection.

Adaptation: In the world of Eberron, enlightened fists can be found throughout Khorvaire. They are most common in Aundair, where arcane schools abound.

Some arcane fists could rise from divine backgrounds. In such cases, the requirements for the class would change from Knowledge (arcana) to Knowledge (religion) and would require the character to be capable of casting 2nd-level divine spells (instead of arcane spells). However, because divine spells are generally better at improving a character in melee, the caster level progression noted in the table below cannot go unmodified. Instead of gaining +1 level in spellcasting ability at every level except 1st and 6th, the divine enlightened fist should gain +1 level of existing divine spellcasting class at 2nd, 4th, 6th, 8th, and 10th level only.

Hit Die: d8.

REQUIREMENTS

To qualify to become an enlightened fist, a character must fulfill all the following criteria.

Skills: Concentration 8 ranks, Knowledge (arcana) 5 ranks, Spellcraft 5 ranks.

Feats: Combat Casting, Improved Unarmed Strike, Stunning Fist.

Spells or Spell-Like Abilities: Arcane caster level 3rd.

Sheris Liaday, an enlightened fist, defeats a mind flayer

CLASS SKILLS

The enlightened fist's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Spellcraft (Int), Spot (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the enlightened fist.

Weapon and Armor Proficiency: Enlightened fists gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: Except at 1st level and 6th level, an enlightened fist gains new spells per day (and spells known, if applicable) as if she had also gained a level in an arcane spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (such as the bonus feat sometimes gained by a wizard). If she had more than one arcane spellcasting class before becoming an enlightened fist, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

Table 2–8: The Enlightened Fist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+2	+2	*Ki* strike (magic), monk abilities	—
2nd	+1	+0	+3	+3	Fist of energy	+1 level of existing arcane spellcasting class
3rd	+2	+1	+3	+3	Arcane fist	+1 level of existing arcane spellcasting class
4th	+3	+1	+4	+4	—	+1 level of existing arcane spellcasting class
5th	+3	+1	+4	+4	Arcane rejuvenation	+1 level of existing arcane spellcasting class
6th	+4	+2	+5	+5	Fist of energy (burst)	—
7th	+5	+2	+5	+5	Hold ray	+1 level of existing arcane spellcasting class
8th	+6	+2	+6	+6	—	+1 level of existing arcane spellcasting class
9th	+6	+3	+6	+6	Diamond soul	+1 level of existing arcane spellcasting class
10th	+7	+3	+7	+7	—	+1 level of existing arcane spellcasting class

Illus. by J. Miracola

Ki Strike (Su): An enlightened fist's unarmed attacks are empowered with *ki*. His unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Monk Abilities: An enlightened fist adds his class level to his monk level to determine his class-based AC bonus, his unarmed damage, his unarmored speed bonus, and the number of daily attempts of his Stunning Fist feat. If he has no monk levels, he gains the AC bonus, unarmed damage, and unarmored speed bonus of a monk whose level equals his enlightened fist level, but he can't add his Wisdom bonus to his AC.

An enlightened fist does not count his class levels for the purpose of determining when he gains any other monk class features, such as reduced penalties for flurry of blows attack rolls, bonus feats, evasion, or other special abilities.

Fist of Energy (Su): Once per round as a free action, an enlightened fist of 2nd level or higher can spend one of his daily stunning attempts to imbue his unarmed strikes with either electricity or fire. The enlightened fist chooses the energy type each time he activates. For 1 round, each of his unarmed strike that hits deals an extra 1d6 points of damage (electricity or fire, depending on the choice).

At 6th level and higher, an enlightened fist can cause his energy-imbued unarmed strikes to burst with flame or lightning on a critical hit. In addition to dealing an extra 1d6 points of energy damage, his unarmed attacks deal an extra 1d10 points of energy damage on a successful critical hit. If the enlightened fist's unarmed critical multiplier is ×3, he adds an extra 2d10 points of energy damage instead, and if the multiplier is ×4, he adds an extra 3d10 points of energy damage. An enlightened fist with monk levels can use this ability to channel energy through wielded monk weapons just as he can through his unarmed attacks.

Arcane Fist (Su): Beginning at 3rd level, an enlightened fist can spend one of his daily stunning attempts to cast and deliver a touch spell as part of an unarmed full attack action. He can choose to deliver the touch spell with any single unarmed strike attack he makes during the action.

Arcane Rejuvenation (Su): An enlightened fist of 5th level or higher can channel arcane energy to heal his own wounds. As a standard action, he can sacrifice one of his prepared spells or unused spell slots; doing this heals a number of hit points of damage equal to the spell's level.

Hold Ray (Ex): At 7th level or higher, an enlightened fist can cast any spell that produces a ray effect as a touch spell instead. The spell's range is reduced to touch, and its Effect entry is replaced with "Target: Creature touched." He can deliver the spell with a touch attack or with a normal attack, and he can hold the charge as with a normal touch spell. An enlightened fist can combine this ability with arcane fist (see above) to deliver a ray-effect spell as part of an unarmed full attack action.

Diamond Soul (Ex): At 9th level, an enlightened fist gains spell resistance equal to 10 + the total of his monk levels and enlightened fist levels .

Multiclassing Note: A monk who becomes an enlightened fist can continue advancing as a monk. Furthermore, the character's class levels in any classes that grant arcane spellcasting ability (such as sorcerer or warmage) do not prevent him from continuing to advance as a monk.

SAMPLE ENLIGHTENED FIST

Sheris Liaday: Female human monk 1/sorcerer 4/enlightened fist 3; CR 8; Medium humanoid; HD 1d8+1 plus 4d4+4 plus 3d8+3; hp 39; Init +8; Spd 40 ft.; AC 21*, touch 17, flat-footed 17*; Base Atk +4; Grp +4; Atk +8 melee (1d8+1, unarmed strike) or +8 ranged touch (as spell); Full Atk +6/+6 melee (1d8+1, flurry of blows) or +8 ranged touch (as spell); SA arcane fist, fist of energy, flurry of blows, *ki* strike (magic), unarmed strike; SQ —; AL LN; SV Fort +5, Ref +10, Will +11; Str 10, Dex 19, Con 12, Int 8, Wis 14, Cha 13.

*Includes +4 armor bonus from *mage armor.*

Skills and Feats: Balance +6, Concentration +10 (+14 casting defensively), Jump +15, Knowledge (arcana) +4, Spellcraft +6, Tumble +14; Combat Casting, Improved Initiative, Improved Unarmed Strike[B], Stunning Fist[B], Weapon Finesse.

Language: Common.

Arcane Fist (Su): Sheris can spend one of her daily stunning attempts to cast and deliver a touch spell as part of an unarmed full attack action. She can choose to deliver the touch spell with any one unarmed strike attack she makes during the action.

Fist of Energy (Su): Once per round as a free action, Sheris can spend one of her daily stunning attempts to imbue her unarmed strikes with either electricity or fire. She chooses the energy type each time she activates. For 1 round, each of her unarmed strikes deals an extra 1d6 points of damage (electricity or fire, depending on the choice).

Stunning Fist: 5/day; Fortitude DC 16 negates.

Sorcerer Spells Known (6/7/5/3 per day; caster level 6th): 0—*detect magic, disrupt undead* (+8 ranged touch), *light, message, ray of frost* (+8 ranged touch), *read magic, touch of fatigue* (+4 melee touch; DC 11); 1st—*expeditious retreat, mage armor* (already cast), *ray of enfeeblement* (+8 ranged touch), *shocking grasp* (+4 melee touch); 2nd—*false life, scorching ray* (+8 ranged touch); 3rd—*haste.*

Possessions: Gloves of Dexterity +2, *ring of protection* +1, *potion of cure serious wounds,* scroll of *bear's endurance* and *fly, wand of bull's strength* (20 charges), 35 pp, 50 gp.

FATESPINNER

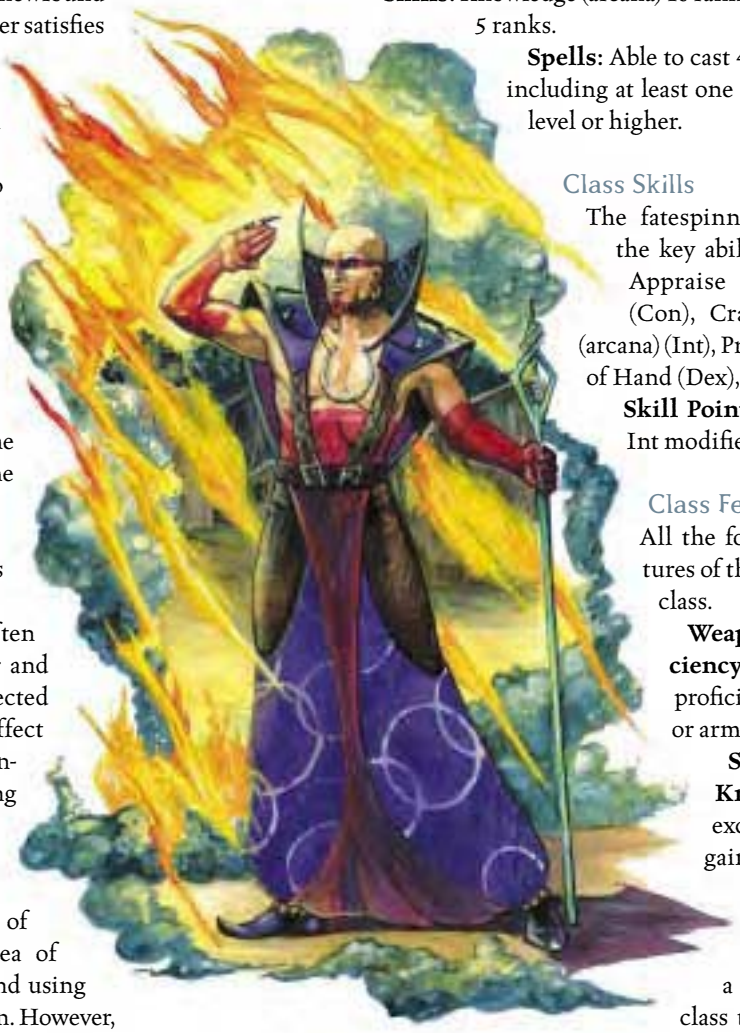
Some people are lucky; others are not. A few make their own luck. A fatespinner (also called a "mage of many fates") has pulled back the curtain of chance, circumstance, and chaos to glimpse a deeper truth: probability. When one event occurs, innumerable possible ones do not as the universe blindly seeks balance. Through his newfound understanding, the fatespinner satisfies that blind seeking—with prejudice. He can increase the probability of events in his favor.

Any arcane spellcaster who has cursed his bad luck is a candidate for this prestige class. Who has not cast a spell, hoping fervently but impotently for a particular outcome, or sadly noted the astounding luck of an enemy who resists spell after spell? The fatespinner seeks to apply some control over the seeming vagaries of chance—fortune for himself, misfortune for his foes.

NPC fatespinners are often found in positions of power and authority, as would be expected from those able to directly affect their own destiny. Others continue to ply the world, honing their abilities and seeking their ultimate fortune.

Adaptation: Adapting this class to other methods of play might include the idea of draining luck from NPCs, and using that drained luck as stored spin. However, determining the method whereby this luck is drained that doesn't merely allow the fatespinner to always have a method of rejuvenating his spin is tricky. This effect could potentially be tied to the fickle finger of fate ability; if the fatespinner successfully uses this ability, he gains 1 additional point of spin that he must use within 1 round (he can't store it). This ability should be usable only once per day.

Hit Die: d4.



Raadi Weskil, a fatespinner

Illus. by G. Kubic

Requirements

To qualify to become a fatespinner, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 10 ranks, Profession (gambler) 5 ranks.

Spells: Able to cast 4th-level arcane spells, including at least one divination spell of 1st level or higher.

Class Skills

The fatespinner's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), Sleight of Hand (Dex), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the fatespinner prestige class.

Weapon and Armor Proficiency: Fatespinners gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level except 5th, a fatespinner gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, a bonus feat, and so on). If he had more than one spellcasting class before becoming a fatespinner, he must decide to which class

Table 2–9: The Fatespinner

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Spin fate	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Fickle finger of fate	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Spin destiny	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Deny fate, resist fate	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Seal fate	—

to add each level for the purpose of determining spells per day and spells known.

Spin Fate (Ex): A mage of many fates understands that "chance" is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as "spin." Each day, a fatespinner can use a number of points of spin equal to his fatespinner class level.

As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all his spin to the DC, on a point-for-point basis. For instance, a 5th-level wizard/3rd-level fatespinner casting *fireball* could choose to boost the DC of the spell by 1, 2, or 3 points. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day.

A fatespinner's spin is replenished whenever the character successfully regains his spells for the day (whether through rest, preparation, or prayer).

Fickle Finger of Fate (Ex): On reaching 2nd level, a fatespinner gains the ability to affect the luck of others. Once per day as an immediate action (see page 86), he can force any other creature—friend or enemy—to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

Spin Destiny (Ex): Beginning at 3rd level, a fatespinner more clearly comprehends the matrix of reality and can use accumulated spin to adjust other random events. The method is identical to increasing a spell's save DC, but the fatespinner can now add spin to any skill check, attack roll, or saving throw that he attempts on a point-for-point basis. However, the spin utilized comes from the same limited reservoir of karma storage that allows him to adjust the DC of his spells. He must apply the bonus before making the roll.

Deny Fate (Ex): At 4th level and higher, a fatespinner has a better chance of beating the odds should he ever be rendered unconscious and dying. Once per day, on the first occasion when a fatespinner must make a check to become stable when dying, the check automatically succeeds. Other such checks called for later in the same 24-hour period are made normally.

Resist Fate (Ex): A fatespinner of 4th level and above embraces his extraordinary good luck. Once per day, he can reroll one roll that he has just made. He must abide by the result of the reroll, even if it's worse than the original roll.

Seal Fate (Su): A 5th-level fatespinner can meddle in success and failure, and even life and death, sealing the fate of a friend or foe. Once per day as a free action, the fatespinner selects a target creature he can see within 30 feet with Hit Dice equal to or less than his. The creature receives either a –10 penalty or a +10 bonus on its next saving throw, as decided by the fatespinner. If the selected target has more Hit Dice than the fatespinner, the ability doesn't work but the use for the day is not wasted. This effect lasts only for 1 round, so if no spell or other effect is brought to bear on the target creature during the round, the creature's fate is no longer sealed.

SAMPLE FATESPINNER

Raadi Weskil: Male human sorcerer 8/fatespinner 2; CR 10; Medium humanoid; HD 10d4 plus 3; hp 29; Init +7; Spd 30 ft.; AC 19*, touch 14, flat-footed 16*; Base Atk +5; Grp +4; Atk or Full Atk +4 melee (1d6–1, quarterstaff) or +9 ranged touch (by spell); SA fickle finger of fate, spin fate; SQ familiar (rat), familiar benefits (Alertness, empathic link, share spells); AL N; SV Fort +2, Ref +5, Will +10; Str 8, Dex 16, Con 10, Int 13, Wis 12, Cha 19.

*Includes +4 armor bonus from *mage armor.*

Skills and Feats: Bluff +9, Concentration +13 (+17 casting defensively), Diplomacy +6, Disguise +4 (+6 to act in character), Intimidate +6, Knowledge (arcana) +14, Profession (gambler) +6, Sleight of Hand +8, Spellcraft +16; Alertness (from familiar), Combat Casting, Improved Counterspell, Improved Initiative, Toughness, Weapon Focus (ranged spell).

Languages: Common, Orc.

Fickle Finger of Fate (Ex): Once per day as an immediate action (see page 86), Raadi can force any other creature to reroll a roll that it has just made. Raadi must have line of sight to the creature to be affected. That creature must take the reroll, even if it's worse than the original roll.

Spin Fate (Ex): As a free action, Raadi can use stored spin to boost the save DC of a spell he casts, adding some or all his 2 points of spin to the DC, on a point-for-point basis.

Familiar: Raadi's familiar is a rat named Yorghan. The familiar uses the better of its own and Raadi's base save bonuses. The creature's abilities and characteristics are summarized below.

Yorghan: Rat familiar; CR —; Tiny magical beast; HD 10; hp 14; Init +2; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 22*, touch 14, flat-footed 20*; Base Atk +5; Grp –7; Atk or Full Atk +9 melee (1d3–4, bite); Space/Reach 2-1/2 ft./0 ft.; SA —; SQ deliver touch spells, improved evasion, low-light vision, scent, speak with master, speak with rats; AL N; SV Fort +2, Ref +4, Will +10; Str 2, Dex 15, Con 10, Int 12, Wis 12, Cha 2.

*Includes +4 armor bonus from *mage armor.*

Skills and Feats: Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10; Weapon Finesse.

Deliver Touch Spells (Su): Yorghan can deliver touch spells for Raadi (see Familiars, page 52 of the *Player's Handbook*).

Improved Evasion (Ex): If Yorghan is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw and half damage if the saving throw fails.

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Speak with Rodents (*Ex*): Yorghan can communicate with animals of approximately the same kind as itself (including dire varieties).

Speak with Master (*Ex*): Yorghan can communicate verbally with Raadi. Other creatures do not understand the communication without magical help.

Familiar Benefits: Raadi gains special benefits from having a familiar. This creature grants Raadi a +2 bonus on Fortitude saves (included in the above statistics).

Alertness (*Ex*): Yorghan grants its master Alertness as long as it is within 5 feet.

Empathic Link (*Su*): Raadi can communicate telepathically with his familiar at a distance of up to 1 mile. The master has the same connection to an item or a place that the familiar does.

Share Spells (*Su*): Raadi may have any spell he casts on himself also affect his familiar if the latter is within 5 feet at the time. He may also cast a spell with a target of "You" on his familiar.

Sorcerer Spells Known (6/7/7/7/6/3 per day; caster level 10th): 0—*arcane mark, dancing lights, detect magic, detect poison, flare* (DC 14), *mage hand, ray of frost* (+9 ranged touch), *read magic, touch of fatigue* (+4 melee touch; DC 14); 1st—*charm person* (DC 15), *comprehend languages, lesser orb of fire*†, *mage armor* (already cast), *true strike*; 2nd—*darkvision, Melf's acid arrow* (+9 ranged touch), *mirror image, resist energy*; 3rd—*clairaudience/clairvoyance, dispel magic, ray of exhaustion* (+9 ranged touch); 4th—*confusion* (DC 18), *dimension door*; 5th—*wall of force*.

† New spell described on page 116.

Possessions: Quarterstaff, *cloak of Charisma +2, gloves of Dexterity +2, amulet of natural armor +1, ring of protection +1, potion of cure serious wounds*, 2 scrolls of *lightning bolt* (10th level), *wand of invisibility* (10 charges), gold brooch (800 gp), 45 pp.

GEOMETER

Runes, glyphs, sigils, and symbols hold great magical power. The geometer is the master of written magic and spells inscribed within a perfectly rendered diagram. While other spellcasters must record their spells in pages upon pages of cryptic formulae, the geometer knows that every spell has a perfect geometrical design, a figure whose angles and intersections hint at the secrets hidden in the structure of the multiverse.

Geometers are almost always wizards. Many specialize in the school of abjuration, since spells of arcane geometry are often among the most potent magical defenses available. Sorcerers and bards do not prepare spells, and therefore rarely qualify for the class. In any event, they lack the meticulous and studious inclination to perform magic by scribing painstaking diagrams.

NPCs who take up the geometer class frequently hold meetings in which numerous members of the profession can expound on their latest projects and inform others of their new theories concerning the nature of geometry.

Adaptation: While this prestige class describes a geometer independent of any location, an interesting idea in any campaign that contains a geometer would be the inclusion of a location where a powerful glyph is permanently inscribed in a cliff face or at a mountain's base (or apex). This special glyph, perhaps called the Perfect Geometry, would be important to geometers who learn of it, granting them some additional spell knowledge or versatility with their spells (perhaps, once the Perfect Geometry is visited and traced by a geometer, that geometer learns to cast one more glyph-related spell per day).

Hit Die: d4.

Requirements

To qualify to become a geometer, a character must fulfill all the following criteria.

Skills: Decipher Script 9 ranks, Disable Device 4 ranks, Knowledge (arcana) 9 ranks, Search 4 ranks.

Feat: Scribe Scroll.

Spells: Able to prepare and cast 3rd-level arcane spells.

Class Skills

The geometer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Disable Device (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Search (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the geometer prestige class.

Weapon and Armor Proficiency: Geometers gain no proficiency with any weapon or armor.

Table 2–10: The Geometer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	*Glyph of warding*, draw spellglyph	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Book of geometry	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Sigilsight	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Pass sigil	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Powerful spellglyph, *greater glyph of warding*	+1 level of existing arcane spellcasting class

Spells per Day/Spells Known: At each level, a geometer gains new spells per day (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (such as the bonus feat sometimes gained by a wizard). If he had more than one arcane spellcasting class before becoming a geometer, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Glyph of Warding: A geometer adds *glyph of warding* to his spellbook as a 3rd-level arcane spell. He can prepare and cast the spell just like any other spell he knows.

Spellglyph (Su): A spellglyph is an arcane diagram that substitutes for a specific spell's verbal and material components (if any). When a geometer casts a prepared spell in conjunction with a spellglyph scribed for that spell, he can cast the spell as if it were affected by the Silent Spell feat. The spellglyph replaces any material components (other than a focus) normally required by the spell.

A geometer chooses at the time of casting whether to use a spellglyph. An expended spellglyph disappears, just like any other material component.

Spellglyphs are normally scribed on parchment, much like scrolls. Preparing a spellglyph requires 1 hour and the use of rare inks costing 25 gp per spell level. If the spell normally requires an expensive material component (with a value of more than 1 gp), exotic inks and treatments of equal cost must be used in the preparation of the spellglyph.

Illus. by E. Fiegenschuh

Filas Lamean, a geometer, practices his craft

Book of Geometry (Ex): At 2nd level and higher, a geometer uses a unique system for recording the details of a spell that drastically reduces the expense of maintaining spellbooks. Every spell he learns from now on requires only a single page in his spellbook. It still takes 24 hours to scribe a spell into a spellbook and materials costing 100 gp per page.

A geometer's spellbook is difficult for nongeometers to decipher and use. The Spellcraft DC to decipher or prepare spells from a geometer's spellbook is increased by 5 for nongeometers (see page 178 of the *Player's Handbook*).

Sigilsight (Ex): A geometer of 3rd level or higher can use a Search check to find magic traps based on runes, glyphs, sigils, symbols, and other writings as a rogue can. He gains a bonus equal to his caster level on all Search checks to find traps of this sort. A geometer who merely comes within 10 feet of a magic rune, glyph, sigil, or symbol, or the threshold of danger for such a device, is entitled to make a Search check as if he were actively searching for a magic trap.

Pass Sigil (Su): Beginning at 3rd level, a geometer can temporarily negate magical wards based on written symbols, sigils, runes, or glyphs. As a standard action, a geometer can attempt to pass such a sigil. He must succeed on a level check (DC 6 + the sigil creator's caster level). If successful, he can suppress the effects of the device for as long as he maintains concentration (which might make it possible for others to pass the sigil safely, too). A geometer must be able to see the device to be passed.

Powerful Spellglyph (Ex): When a 5th-level geometer prepares a spellglyph for a spell, he knows how to strengthen the spell beyond its normal effects. His caster level is treated as 1 higher for any spell he casts with the use of a spellglyph.

Greater Glyph of Warding: A 5th-level geometer adds *greater glyph of warding* to his spellbook as a 6th-level arcane spell. He can prepare and cast the spell just like any other spell he knows.

SAMPLE GEOMETER

Filas Lamean: Male half-elf abjurer 6/geometer 5; CR 11; Medium humanoid (elf); HD 11d4+11 plus 3; hp 43; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +5; Grp +4; Atk or Full Atk +4 melee (1d6–1, quarterstaff) or +6 ranged touch (by spell); SA powerful spellglyph; SQ book of geometry, half-elf traits, low-light vision, pass sigil, sigilsight, spellglyph; AL LN; SV Fort +6, Ref +4, Will +11 (+13 against enchantments); Str 8, Dex 12, Con 13, Int 21, Wis 14, Cha 10.

Skills and Feats: Concentration +11, Decipher Script +14, Diplomacy +2, Disable Device +9, Gather Information +2, Knowledge (arcana) +14, Listen +3, Search +20 (+31 when searching for magic traps), Spellcraft +17, Spot +3; Combat Casting, Empower Spell[B], Great Fortitude, Scribe Scroll[B], Spell Focus (abjuration), Toughness.

Languages: Auran, Aquan, Common, Draconic, Elven, Giant, Goblin.

Contingency: Filas has an active *contingency* spell. If he is attacked in melee, a *mirror image* spell activates, creating 1d4+3 images.

Powerful Spellglyph (Ex): The caster level of any spells Filas casts using spellglyphs increases by 1.

Book of Geometry (Ex): Every spell Filas learns requires only a single page in his spellbook. It still takes 24 hours to write a spell into a spellbook and materials costing 100 gp per page.

In addition, the Spellcraft DC for a nongeometer to decipher or prepare spells from Filas's spellbook is increased by 5 (see page 178 of the *Player's Handbook*).

Half-Elf Traits: Half-elves have immunity to magic sleep effects. A half-elf is considered an elf for all effects related to race.

Pass Sigil (Su): Filas can temporarily negate magical wards based on written symbols, sigils, runes, or glyphs. As a standard action, he can make a level check (DC 6 + the sigil creator's caster level). If successful, he can suppress the effects of the device for as long as he maintains concentration. Filas must be able to see the device to be passed.

Sigilsight (Ex): Filas can use a Search check to find magic traps based on runes, glyphs, sigils, symbols, and other writings as a rogue can. He gains a +11 bonus on Search checks to find traps of this sort. A geometer who merely comes within 10 feet of a magic rune, glyph, sigil, or symbol, or the threshold of danger for such a device, is entitled to make a Search check as if he were actively searching for a magic trap.

Spellglyph (Su): Filas can cast spells using spellglyphs. Such spells have a special material component (the spellglyph) that substitutes for the spell's verbal and other material components. When Filas casts a spell using a spellglyph, the spell is treated as if it were affected by the Silent Spell feat.

Wizard Spells Prepared (caster level 11th; prohibited schools conjuration and transmutation): 0—*arcane mark, detect magic, prestidigitation, resistance, touch of fatigue* (+4 melee touch; DC 15); 1st—*charm person* (2) (DC 16), *disguise self, magic missile* (2), *ray of enfeeblement* (+6 ranged touch), *shield;* 2nd—*blindness/deafness* (2) (DC 17), *detect thoughts* (DC 17), *mirror image, protection from arrows, see invisibility;* 3rd—*dispel magic,* empowered *magic missile, fireball* (DC 18), *magic circle against chaos, protection from energy*^{S}, *wind wall*^{S}; 4th—*confusion* (2) (DC 19), *enervation* (+6 ranged touch), *phantasmal killer*^{S} (DC 19), *stoneskin*; 5th—empowered *fireball* (DC 18), *dismissal*^{S} (DC 20), *wall of force, waves of fatigue* (DC 20); 6th—*mislead*^{S} (DC 21), *repulsion* (DC 21).

S: When cast, spellglyph replaces verbal and material components and caster level is 12th.

Spellbook: as above plus 0—all others except *acid splash, mage hand, mending, message, open/close;* 1st—*alarm, chill touch;* 2nd—*arcane lock;* 3rd—*glyph of warding;* 4th—*dimensional anchor;* 5th—*cone of cold, symbol of sleep;* 6th—*contingency, globe of invulnerability, greater glyph of warding, symbol of fear.*

Possessions: Quarterstaff, *headband of intellect +4,* scroll of *globe of invulnerability,* scroll of *dimensional anchor,* spellbook, spellglyphs, diamond dust (250 gp), ivory statuette of Filas decorated with gems (1,500 gp), powdered diamond and opal (1,000 gp), 17 gp.

GREEN STAR ADEPT

Once each generation, the comet Alhazarde—the legendary Green Star—visits the night skies, a portent of great and terrible events. Beneath its emerald light, kings rise or fall, weird monsters and magical plagues appear to scour the land, and strange and ancient secrets are revealed. Glorious and sinister auroras glimmer in the dusk for weeks on end, and from time to time shooting stars of burning emerald fall from the sky. These fallen stars are the only known source of starmetal, a rare and precious ore infused with mighty magical power.

A Green Star adept is the master of the strange and powerful magic derived from Alhazarde's glittering green starmetal. He travels the land, searching for more of the comet's fallen substance and mastering its eldritch power. Turning his back on the traditional studies of the sorcerer or wizard, he slowly transforms into a living statue of starmetal, gaining immortality and invulnerability at the cost of his own flesh. At each appearance of the comet, only a handful of adepts can complete the rites necessary to achieve this transformation.

Sorcerers and wizards are most capable of understanding the strange arcana of the mystic comet. Of the two, wizards are more likely to master the astrological calculations and meticulous observations required to divine the secrets of the Green Star. Some Green Star adepts, however, come from entirely different origins, having picked up the necessary arcane knowledge along the way. Such rare individuals might be learned monks or warlocks, sinister rogue/sorcerers, or any other character diligent enough to learn the secrets of the comet Alhazarde.

All Green Star adepts are bitter rivals, since all who follow the path are in constant competition for the rare and precious starmetal required for the transformation. NPC Green Star adepts never work with each other, often going to great lengths to keep other adepts from learning about news of starmetal finds.

Adaptation: It would be easy to postulate that the base material from which the prestige class derives its name is some other substance, even without changing the abilities derived from the material in any way. Thus, a practitioner of this prestige class could instead take his powers from quartz, jade, sapphire, iron, black iron, steel, or some other substance known for (among other things) solidity.

Hit Die: d8.

Requirements

To qualify to become a Green Star adept, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skills: Decipher Script 2 ranks, Knowledge (arcana) 8 ranks, Knowledge (architecture and engineering) 2 ranks, Knowledge (geography) 2 ranks, Knowledge (history) 2 ranks.

Feat: Combat Casting.

Spells or Spell-Like Abilities: Arcane caster level 1st.

Special: Must acquire a piece of starmetal weighing at least 2 ounces, powder it, and consume it by drinking it in a specially prepared infusion. This infusion requires arcane reagents costing 1,000 gp and takes one week to prepare.

Class Skills

The Green Star adept's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (arcana) (Int), Knowledge (architecture and engineering) (Int), Knowledge (geography) (Int), Knowledge (history) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the Green Star adept prestige class.

Weapon and Armor Proficiency: Green Star adepts gain proficiency with simple weapons. They gain no proficiency with armor or shields.

Spells per Day/Spells Known: At every even-numbered level, a Green Star adept gains new spells per day (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (such as the bonus feat sometimes gained by a wizard). If he had more than one arcane spellcasting class before becoming a Green Star adept, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Damage Reduction (Ex): The starmetal infusion reinforces the flesh of a Green Star adept, making him resistant to physical blows. He gains damage reduction 1/adamantine. Each level thereafter, his damage reduction improves by 1, until by 10th level, he has damage reduction 10/adamantine.

Improved Caster Level (Ex): A Green Star adept adds his class level to his caster level in another arcane spellcasting class to determine his effective spellcaster level. If the character had more than one arcane spellcasting class before becoming a Green Star adept, the player must decide to which class to add each adept level for this purpose. For example, a 5th-level wizard/4th-level Green Star adept's caster level would be 9th, due to this ability, but he would only have access to 4th-level spells (5th-level wizard plus two arcane spellcasting class levels from being a 4th-level Green Star adept).

Starmetal Dependency (Ex): A Green Star adept must consume more starmetal to continue his transformation. When he gains a level in this class beyond 1st, he does not gain any of the class features for that level until he performs a special ritual that requires 24 hours, 1 pound of starmetal, and other arcane reagents and materials costing 1,000 gp. A Green Star adept's base attack bonus, saving throws, skills, and feats or ability score increases are not dependent on this ritual—he fails to gain the special class abilities only until he completes the ritual. See page 141 for a description of starmetal as a new special material.

Theogrin Raablek, a Green Star adept

Illus. by G. Kubic

Table 2–11: The Green Star Adept

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Damage reduction, improved caster level, starmetal dependency, starmetal rigor 1	—
2nd	+1	+0	+0	+3	Natural attack, unnatural metabolism +2	+1 level of existing arcane spellcasting class
3rd	+2	+1	+1	+3	Fortification (25%)	—
4th	+3	+1	+1	+4	Otherworldly vision, starmetal rigor 2	+1 level of existing arcane spellcasting class
5th	+3	+1	+1	+4	Unnatural metabolism +4	—
6th	+4	+2	+2	+5	Fortification (50%)	+1 level of existing arcane spellcasting class
7th	+5	+2	+2	+5	Null metabolism, starmetal rigor 4	—
8th	+6	+2	+2	+6	Unnatural metabolism +6	+1 level of existing arcane spellcasting class
9th	+6	+3	+3	+6	Fortification (75%)	—
10th	+7	+3	+3	+7	Emerald perfection, rapid repair, starmetal rigor 6	+1 level of existing arcane spellcasting class

Starmetal Rigor (Ex): At 1st level, a Green Star adept's process of transformation has already begun. His flesh takes on a faint emerald hue, and it becomes denser and stronger as the starmetal infusion takes hold. A 1st-level adept's Strength score increases by 1, but his Dexterity score drops by 1 (to a minimum of 3). His natural armor bonus also improves by 1.

When an adept reaches 4th level, his Strength and his natural armor bonus improve by an additional 1 point.

At 7th level, an adept's Strength increases by 2 more, for a total increase of +4, while his Dexterity is reduced by 1 (to a minimum of 3). His natural armor bonus improves by another 2 points, for a total bonus of +4.

At 10th level, an adept's Strength score increases by 2 more points (total increase of +6) and his Dexterity is reduced by 1 (total reduction of –3, to a minimum of 3). His natural armor bonus improves by another 2 points, for a total bonus of +6.

Natural Attack (Ex): Beginning at 2nd level, a Green Star adept has flesh so dense that his unarmed strikes deal substantial damage. He gains a slam attack that deals bludgeoning damage equal to a club sized for the character (1d4 for Small adepts, 1d6 for Medium adepts, or 1d8 for Large adepts), plus 1-1/2 times his Strength modifier.

Unnatural Metabolism (Ex): When an adept reaches 2nd level, his starmetal infusion begins to radically alter his metabolism. He gains a +2 bonus on saving throws against poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.

At 5th level, a Green Star adept's bonus on saving throws against the attack forms listed above increases to +4. At 8th level, the save bonus increases to +6.

Fortification (Ex): At 3rd level and higher, a Green Star adept has resistance to attacks that affect other living creatures. When a critical hit or sneak attack is scored on the character, there is a 25% chance that the critical hit or sneak attack is negated and the damage is instead rolled normally.

When an adept reaches 6th level, this ability improves, increasing the chance of negating a critical hit or sneak attack to 50%. At 9th level, a Green Star adept has a 75% chance to negate a critical hit or sneak attack.

Otherworldly Vision (Ex): At 4th level, a Green Star adept gains darkvision out to 60 feet and low-light vision.

Null Metabolism (Ex): When a Green Star adept reaches 7th level, his transformation approaches completion. He no longer needs to breathe, eat, or sleep. He has immunity to inhaled poisons, drowning, suffocation, and sleep effects (although he still must rest 8 hours in order to regain spells).

In addition, an adept of 7th level or higher is no longer subject to fatigue or exhaustion and ignores the effects of these conditions.

Emerald Perfection (Ex): At 10th level, a Green Star adept completes his transformation. He resembles a perfectly sculpted statue of himself, forged from green starmetal. His type changes to construct, which brings about the following alterations to his basic nature:

—An adept loses his Constitution score and any hit point adjustment for Constitution. However, he gains bonus hit points based on his size: +10 hit points for Small, +20 hit points for Medium, or +30 hit points for Large.

—Unlike other constructs, a Green Star adept has no special immunity to mind-affecting effects. He is essentially a human mind in a magically animated body.

—He gains immunity to poison, paralysis, stunning, disease, extra damage from sneak attacks, death effects, and necromancy effects.

—He no longer heals damage on his own, and receives no benefit from spells or effects that heal living creatures. However, he can repair himself by means of *repair damage* spells (see page 120) or his rapid repair ability (see below).

—He is no longer subject to critical hits, nonlethal damage, ability damage, ability drain, or energy drain.

—He gains immunity to any effect that requires a Fortitude save unless it also works on objects, or is harmless.

—He is no longer at risk of death from massive damage, but he is immediately destroyed if reduced to 0 hit points. However, unlike other constructs, a Green Star adept can be returned from the dead by any means that would have worked on him before his final transformation.

—He no longer takes ability score penalties for aging and cannot be magically aged. He cannot die of old age and might exist in this form for eons.

Rapid Repair (Ex): A 10th-level Green Star adept repairs 1 point of damage per hour of rest, as long he has at least 1 hit point. Rapid repair does not allow a Green Star adept to regrow or reattach lost body parts.

SAMPLE GREEN STAR ADEPT

Theogrin Raablek: Male human barbarian 4/sorcerer 1/Green Star adept 3; CR 8; Medium humanoid; HD 4d12+12 plus 1d4+3 plus 3d8+9; hp 71; Init +1; Spd 40 ft.; AC 17, touch 11, flat-footed 17; Base Atk +6; Grp +10; Atk +11 melee (2d6+7/19–20, *+1 greatsword*) or +10 melee (1d6+6, slam); Full Atk +11/+6 melee (2d6+7/19–20, *+1 greatsword*) or +10 melee (1d6+6, slam); SA rage 2/day; SQ damage reduction 3/adamantine, fortification (25%), improved caster level, starmetal dependency, starmetal rigor 1, trap sense +1, uncanny dodge, unnatural metabolism +2; AL LN; SV Fort +8, Ref +3, Will +5; Str 18, Dex 12, Con 16, Int 10, Wis 8, Cha 12.

Skills and Feats: Concentration +9 (+13 casting defensively), Decipher Script +2, Intimidate +3, Jump +15, Knowledge (arcana) +8, Knowledge (architecture and engineering) +3, Knowledge (geography) +3, Knowledge (history) +3, Survival +5; Cleave, Combat Casting, Great Cleave, Power Attack.

Language: Common.

Rage (Ex): Two times per day, Theogrin can enter a state of fierce rage that lasts for 8 rounds. The following changes are in effect as long as he rages: hp increase by 16; AC 15, touch 9, flat-footed 15; Grp +12; Atk +13 melee (2d6+10/19–20, +1

greatsword) or +12 melee (1d6+9, slam); Full Atk +13/+8 melee (2d6+10/19–20, *+1 greatsword*) or +12 melee (1d6+9, slam); SV Fort +10, Will +7; Str 22, Con 20; Jump +17. At the end of his rage, Theogrin is fatigued for the duration of the encounter.

Fortification (Ex): When a critical hit or sneak attack is scored against Theogrin, there is a 25% chance that the critical hit or sneak attack is negated, and the damage is instead rolled normally.

Improved Caster Level (Ex): Theogrin adds his Green Star adept level to his arcane caster level to determine his total caster level (4th), but not his spells known or spells per day.

Uncanny Dodge (Ex): Theogrin retains his Dexterity bonus to Armor Class even when flat-footed or targeted by an unseen foe (he still loses his Dexterity bonus if paralyzed or otherwise immobile).

Unnatural Metabolism (Ex): Theogrin has a +2 bonus on saving throws against poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.

Sorcerer Spells Known (6/5 per day; caster level 2nd): 0—*arcane mark, detect magic, light, mage hand, read magic;* 1st—*enlarge person, shield.*

Possessions: +1 mithral shirt, +1 greatsword, gauntlets of ogre power, 90 pp.

INITIATE OF THE SEVENFOLD VEIL

Colors are imbued with their own magical properties. Just as exotic substances and mystic words have the power to repel certain creatures, colors also harbor innate properties that can be brought forth by the skilled mage, culminating in the perfection of the *prismatic wall* or *prismatic sphere.* Few spells match the beauty and power of these potent abjurations. They are perfect defenses, representing a union of magical lore and keen insight into the workings of nature.

A master of defensive magic, the Initiate of the Sevenfold Veil approaches the prismatic barrier by mastering one by one its constituent veils or layers. His skillful wardings can deflect many of the most perilous attacks enemy spellcasters or monsters can muster, shielding himself and his companions against harm. His keen insight into the ultimate secrets of abjuration also allows him to easily unbind the defenses of others, and in time he learns the most dreadful of magical attacks: the spectacular and lethal *kaleidoscopic doom.*

Initiates of the Sevenfold Veil are a loose society or fellowship of spellcasters who share this common obsession. They correspond regularly and meet at odd intervals, interested not only in the lore of their chosen specialty but also in the lore of the physical world and how magic and mundane knowledge intertwine. Most initiates are wizards, since the careful study of the magical and the mundane appeals more to the wizard's intellect than to the sorcerer's forceful personality.

Initiates of the Sevenfold Veil adventure for much the same reason that wizards do: to increase their knowledge and understanding. Their warding abilities make them outstanding spell duelists, so many neutral- and good-aligned NPC initiates devote their careers to the defeat of evil spellcasters, aiding folk who have no other defense against a dangerous necromancer or reckless conjurer. Evil NPC initiates sometimes serve as duelists-for-hire, seeking to entice good wizards into offering some insult or slight in an effort to challenge the marks to lethal spell duels.

Adaptation: One way to adapt this prestige class is to alter the premise of the initiate's focus on color. Instead of color, an initiate might be attempting to understand a philosophical hierarchy, a text of seven fables, seven words of power, or something else entirely.

Hit Die: d4.

Requirements

To qualify to become an Initiate of the Sevenfold Veil, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 12 ranks, Knowledge (nature) 4 ranks, Spellcraft 12 ranks.

Feats: Greater Spell Focus (abjuration), Spell Focus (abjuration), Skill Focus (Spellcraft).

Spells: Able to cast five abjuration spells, including at least two of 4th level or higher.

Class Skills

The Initiate of the Sevenfold Veil's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the Initiate of the Sevenfold Veil prestige class.

Weapon and Armor Proficiency: Initiates of the Sevenfold Veil gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level, an Initiate of the Sevenfold Veil gains new spells per day (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (such as the bonus feat sometimes gained by a wizard). If he had more than one arcane spellcasting class before becoming an Initiate of the Sevenfold Veil, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Warding (Sp): An Initiate of the Sevenfold Veil can create a *warding.* He can choose one veil he knows (see below) to be imbued in the *warding.* A *warding* lasts for a certain amount of time as indicated in its description, unless it is dismissed (the same way a spell is dismissed; see page 176 of the *Player's Handbook*). When he creates a *warding,* he can choose one of three types.

Table 2–12: The Initiate of the Sevenfold Veil

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	*Warding* 1/day, unimpeachable abjuration, red veil	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Unanswerable strike +2, orange veil	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	*Warding* 2/day, yellow veil	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	*Reactive warding,* green veil	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	*Warding* 3/day, blue veil	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	Unanswerable strike +4, double warding, indigo veil	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	*Kaleidoscopic doom,* violet veil, *warding* 4/day	+1 level of existing arcane spellcasting class

Personal: This *warding* is a sphere whose diameter is equal to an initiate's space (5 feet for Small or Medium creatures, 10 feet for Large, and so on) and encapsulates the initiate. It moves with him, but he cannot force another creature to pass through it (for example, by attempting to grapple an enemy). If he does force a creature to pass through, the *warding* has no effect on that creature. Any creature striking at him with a melee weapon or natural attack is subject to the veil's effect (although creatures using reach weapons are not). The *warding* provides concealment to the initiate, but he can see out with no hin drance. It lasts for 1 minute per level or until dismissed.

Area: An area *warding* affects an initiate's space and all adjacent squares (a sphere 15 feet in diameter for a Small or Medium initiate, 20 feet in diameter for a Large initiate, and so on). Any creature who remains adjacent to the initiate gains the benefit of the *warding*'s protection, even if part of its body lies outside the sphere. Moving out of the *warding* (stepping away from the initiate) is completely safe, but anyone attempting to enter the *warding*—even someone who was formerly inside it and left—becomes subject to the effects of the chosen veil. The *warding* moves with the initiate, but she cannot force another creature to pass through it (for example, by moving adjacent to an enemy). If she does force a creature to pass through, the *warding* has no effect on that creature. This *warding* provides

Iaryo Felunnda, an Initiate of the Sevenfold Veil

Illus. by M. Moore

concealment to all within from creatures outside, but anyone inside the *warding* can see out with no hindrance. It lasts for 1 minute per level or until dismissed.

Wall: This *warding* takes the form of a wall, up to 10 feet long and 5 feet high per initiate class level. For example, a 3rd-level Initiate of the Sevenfold Veil could create a *warding* wall 30 feet long and 15 feet high. The wall can be made smaller, but it is not otherwise shapeable. The wall must begin within 30 feet of the initiate, but can extend beyond that distance. The wall is immobile once created. An initiate may choose to make crossing through the wall in one direction safe, if he chooses. In any event, he can pass through his own *warding* wall with no danger. This *warding* provides concealment to creatures on either side. It lasts for 10 minutes per level or until dismissed.

The save DC for an initiate's *warding* is equal to 18 + his primary spellcasting ability modifier (Intelligence for wizards, Charisma for sorcerers and bards, and so on). The spell level equivalent of a *warding* depends on which veil is integrated into it.

Veils: When an initiate creates a *warding,* he can choose and imbue the *warding* with any one veil he knows how to create. These veils duplicate the layers of a *prismatic wall* and are described below. An initiate's caster level for these veils is equal to his arcane spellcaster level.

Red Veil: The first veil an initiate learns is the red veil. A *warding* imbued with this veil blocks all nonmagical ranged attacks and missiles. A creature crossing a red veil takes 20 points of fire damage (Reflex half). A *cone of cold* spell or effect destroys a *warding* with this veil but is negated in the process. A *warding* with this veil is the equivalent of a 4th-level spell.

Orange Veil: At 2nd level, an initiate learns the secret of the orange veil. A *warding* with this veil halts magical ranged attacks, including spells that conjure missiles (such as *Melf's acid arrow*) or create rays (such as *disintegrate* or a beholder's eye rays) but not spells that do not require a ranged attack (such as *magic missile*). A creature crossing an orange veil takes 40 points of acid damage (Reflex half). A *gust of wind* spell or similar effect destroys the veil but is negated in the process. A *warding* with this veil is the equivalent of a 5th-level spell.

Yellow Veil: An initiate of 3rd level or higher can create a yellow veil. This veil prevents gases or clouds from entering the warded area, and it defeats petrification attacks. In addition, a character inside a personal or area *warding* imbued with a yellow veil has immunity to poison introduced from outside the *warding* (such as from a creature with an envenomed weapon striking through the barrier). A creature crossing a yellow veil takes 80 points of electricity damage (Reflex half). A *disintegrate* spell destroys theveil but is negated in the process. A *warding* with this veil is the equivalent of a 6th-level spell.

Green Veil: A 4th-level initiate masters the green veil. This veil stops the passage of breath weapons. A creature crossing a green veil must succeed on a Fortitude save or die; on a successful save, the creature takes 1d6 points of Constitution damage. This veil is a poison effect. A *passwall* spell destroys a green veil. A *warding* with this veil is the equivalent of a 6th-level spell.

Blue Veil: At 5th level, an initiate learns the blue veil. This veil blocks all divinations and mind-affecting spells and abilities. Any creature crossing a blue veil must succeed on a Fortitude save or be petrified. A *magic missile* spell destroys a blue veil but is negated by it. A *warding* with this is the equivalent of a 6th-level spell.

Indigo Veil: A 6th-level initiate can create the mighty indigo veil. This veil prevents the passage of all spells or spell-like abilities. Any creature crossing an indigo veil must succeed on a Will save or become *confused,* as if by an *insanity* spell. A *daylight* spell negates and is negated by an indigo veil. A *warding* with this veil is the equivalent of a 7th-level spell.

Violet Veil: At 7th level, an initiate masters the seventh and final veil: the violet veil. This barrier destroys all objects and effects that cross it, as if they were *disintegrated.* Living creatures passing a violet veil must succeed on a Will save or be shifted to a random place on a random plane (as the *plane shift* spell). A violet veil is destroyed by a successful *dispel magic* spell. A *warding* with this veil is the equivalent of an 8th-level spell.

Unimpeachable Abjuration (Ex): An initiate's abjuration spells are particularly difficult to defeat with spells or effects that dispel them. An initiate can add his class level to the DC to dispel any abjuration spell or effect he creates.

Unanswerable Strike (Ex): Due to his study of magical defenses, an initiate learns how to defeat them more easily. At 2nd level and higher, he gains a +2 bonus on caster level checks to counter or dispel abjuration spells. At 6th level, this bonus increases to a +4 bonus.

Reactive Warding (Sp): At 4th level, an initiate learns to create a *warding* (see above) in response to an attack. He can raise a *warding* as an immediate action (see page 86), after an opponent begins an action but before it is completed. For example, if he sees an enemy warrior charging him, he can raise a *warding* to protect himself. The opponent can choose to continue the charge through the *warding* or can halt outside it.

Double Warding: At 6th level and higher, an initiate can raise two veils at once any time he creates a *warding.* This still counts as only one use of his *warding* ability. The less powerful effect (progressing from red up through violet) is always considered to be "outside" the more powerful effect, so a double warding consisting of a blue veil and a green veil would subject any creature passing through to the green veil first, followed by the blue veil. To negate the entire *warding,* the outermost veil must be negated before the inner veil can be negated.

Kaleidoscopic Doom (Sp): At 7th level, an Initiate of the Sevenfold Veil learns the secret of the awesome *kaleidoscopic doom*. Once per day as a standard action, he designates one

creature within 60 feet and turns magical effects currently affecting the creature against it. This effect functions like a targeted *greater dispel magic*, except that for every spell or effect negated on the target, the effect of one veil (see above) is visited on the victim as if the subject had crossed it. The veils created around the victim proceed through the spectrum from red to violet, with one veil activated per spell negated. Thus, a creature with three spells negated would be subject to the effects of the red, orange, and yellow veils. The subject is still entitled to the normal saving throws allowed by each veil. This ability is the equivalent of a 9th-level spell.

SAMPLE INITIATE OF THE SEVENFOLD VEIL

Iaryo Felunnda: Female human abjurer 9/Initiate of the Sevenfold Veil 2; CR 11; Medium humanoid; HD 11d4+11; hp 40; Init +2; Spd 30 ft.; AC 17*, touch 12, flat-footed 15*; Base Atk +5; Grp +4; Atk or Full Atk +4 melee (1d6–1, quarterstaff); SA unanswerable strike +2; SQ familiar (weasel), familiar benefits (Alertness, empathic link, share spells), unimpeachable abjuration, *warding* 1/day; AL N; SV Fort +8, Ref +9, Will +12; Str 8, Dex 14, Con 12, Int 17, Wis 13, Cha 10.

*Includes +4 armor bonus from *mage armor.*

Skills and Feats: Concentration +15, Decipher Script +17, Knowledge (arcana) +17, Knowledge (history) +15, Knowledge (nature) +17, Knowledge (the planes) +17, Spellcraft +22; Alertness (from familiar), Extend Spell[B], Great Fortitude, Greater Spell Focus (abjuration), Lightning Reflexes, Scribe Scroll[B], Skill Focus (Spellcraft), Spell Focus (abjuration).

Languages: Celestial, Common, Draconic, Goblin.

Unanswerable Strike (Ex): Iaryo has a +2 bonus on caster level checks to counter or dispel abjuration spells.

Familiar: Iaryo's familiar is a weasel named Fuundark. The familiar uses the better of its own and Iaryo's base save bonuses. The creature's abilities and characteristics are summarized below.

Fuundark: Weasel familiar; CR —; Tiny magical beast; HD 11; hp 20; Init +2; Spd 20 ft., climb 20 ft.; AC 23*, touch 14, flat-footed 21*; Base Atk +5; Grp –7; Atk or Full Atk +9 melee (1d3–4, bite); Space/Reach 2-1/2 ft./0 ft.; SA attach; SQ deliver touch spells, improved evasion, low-light vision, scent, speak with master, speak with mustelids; AL N; SV Fort +3, Ref +5, Will +10; Str 3, Dex 15, Con 10, Int 10, Wis 12, Cha 5.

*Includes +4 armor bonus from *mage armor.*

Skills and Feats: Balance +10, Climb +10, Hide +11, Move Silently +8, Spot +3; Weapon Finesse.

Attach (Ex): If hits with a bite attack, Fuundark may use its powerful jaws to latch onto the opponent's body and automatically deal bite damage each round it remains attached. When attached, Fuundark loses its Dexterity bonus to Armor Class and has an AC of 21. To remove Fuundark through grappling, the opponent must achieve a pin against the creature.

Deliver Touch Spells (Su): Fuundark can deliver touch spells for Iaryo (see Familiars, page 52 of the *Player's Handbook*).

Improved Evasion (Ex): If Fuundark is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw and half damage if the saving throw fails.

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Speak with Mustelids (Ex): Fuundark can communicate with animals of approximately the same kind as itself (including dire varieties).

Speak with Master (Ex): Fuundark can communicate verbally with Iaryo. Other creatures do not understand the communication without magical help.

Familiar Benefits: Iaryo gains special benefits from having a familiar. This creature grants Iaryo a +2 bonus on Reflex saves (included in the above statistics).

Alertness (Ex): Fuundark grants its master Alertness as long as it is within 5 feet.

Empathic Link (Su): Iaryo can communicate telepathically with her familiar at a distance of up to 1 mile. The master has the same connection to an item or a place that the familiar does.

Share Spells (Su): Iaryo may have any spell she casts on herself also affect her familiar if the latter is within 5 feet at the time. She may also cast a spell with a target of "You" on her familiar.

Unimpeachable Abjuration (Ex): Iaryo's abjuration spells are particularly difficult to defeat with spells or effects that dispel them. She can add her class level to the DC to dispel any abjuration spell or effect she created.

Veils: Iaryo knows the red and orange veils, and she can imbue any *warding* she creates with one of them.

Red Veil: This veil blocks all nonmagical ranged attacks and missiles. A creature crossing a red veil takes 20 points of fire damage (Reflex DC 17 half).

Orange Veil: This veil halts magical ranged attacks, including spells that conjure missiles (such as *Melf's acid arrow*) or effects that create rays (such as *disintegrate* or a beholder's eye rays). A creature crossing an orange veil takes 40 points of acid damage (Reflex DC 18 half).

Warding (Sp): Iaryo can create a personal *warding* (affects her space), an area *warding* (affects her space and all squares adjacent to her), or a *warding* wall (30 feet long and 15 feet high) once per day, imbuing it with one of the two veils she knows. The personal and area *wardings* have a duration of 3 minutes, and the *warding* wall has a duration of 30 minutes.

Wizard Spells Prepared (caster level 11th; prohibited schools illusion and necromancy): 0—*dancing lights, detect magic, detect poison, mage hand, resistance*; 1st—*alarm, charm person* (DC 14), *expeditious retreat, magic missile* (3); 2nd—*cat's grace,* extended *mage armor* (already cast), *see invisibility,* extended *shield, web* (2) (DC 15); 3rd—*deep slumber* (DC 16), *dispel magic* (2), *fly, lightning bolt* (DC 16), *stinking cloud* (DC 16); 4th—*arcane eye,* extended *protection from energy, lesser globe of invulnerability, ice*

storm; 5th—*dismissal* (DC 20), *hold monster* (DC 18), *teleport*; 6th—*acid fog*, *globe of invulnerability*.

Spellbook: as above plus 0—all others except *detect undead*, *ghost sound*, *touch of fatigue*; 1st—*mage armor*, *shield*; 2nd—*arcane lock*, *resist energy*, *rope trick*; 3rd—*protection from energy*; 4th—*Evard's black tentacles*, *remove curse*, *wall of ice*; 5th—*Bigby's interposing hand*, *feeblemind*, *Mordenkainen's private sanctum*, *teleport*; 6th—*greater dispel magic*, *summon monster* VI.

Possessions: *Amulet of natural armor* +1, *cloak of resistance* +2, *bead of force*, *staff of abjuration* (12 charges), scroll of *Mordenkainen's private sanctum*, scroll of *summon monster* VI, spellbooks, spell component pouch, 27 pp.

MAGE OF THE ARCANE ORDER

Also called a "guildmage," a member of this prestige class is a spellcaster who belongs to an academy and guild known as the Arcane Order. The academy is called the Order in casual conversation, or sometimes just "that college of wizardry." It is both a school for fledgling spellcasters and a guild for those of advanced knowledge and power.

The Arcane Order's charter is twofold. The group's first objective is advancing magical knowledge through both ongoing research and archeological investigation of lost arcane disciplines. A good portion of research is centered around elucidating a "magical grammar" of the great power wielded in ages past, and this research has borne wondrous fruit: metamagic feats. The second tenet is the support and welfare of the Order's membership, initially through arcane schooling and later through companionship, resources, boarding, and access to the Spellpool (see the sidebar on page 49). Although nonwizards can benefit somewhat from what the Order has to offer, its emphasis on wizardry deters most applicants. In fact, the Order boasts almost no sorcerers, bards, or other characters with significant talent as spontaneous casters.

NPC guildmages often join adventuring companies of nonspellcasters who are not affiliated with the Order. Thus, they could be encountered anywhere adventure beckons. However, a guild member in good standing returns when he can to the campus, pays his required dues, and does his part in the upkeep of the Spellpool.

Adaptation: This prestige class can be tweaked by changing the premise of the Spellpool. Instead of a construct of stored spells that must always be paid back, lest debt be incurred (see below), perhaps the Order managed to subdue and chain a demigod of ancient days below their stronghold. What the Order members actually do when they call spells from the "Spellpool" is, perhaps unbeknownst to them, slowly draining the essence of this being.

Hit Die: d4.

Requirements

To qualify to become a mage of the Arcane Order, a character must fulfill all the following criteria.

Skill: Knowledge (arcana) 8 ranks.

Feats: Cooperative Spell and any one other metamagic feat.

Spells: Able to prepare and cast 2nd-level arcane spells.

Special: Prospective members must pay an initiation fee of 750 gp.

Class Skills

The mage of the Arcane Order's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Speak Language (n/a), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the mage of the Arcane Order prestige class.

Weapon and Armor Proficiency: Mages of the Arcane Order gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level, a mage of the Arcane Order gains new spells per day (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (such as the bonus feat sometimes gained by a wizard). If he had more than one arcane spellcasting class before becoming a mage of the Arcane Order, he must decide to which class to add

Table 2–13: The Mage of the Arcane Order

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Guild member, Spellpool I	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Free metamagic feat	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Bonus language	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Spellpool II	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	New spell	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	Bonus language	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Spellpool III	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	New spell	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	Free metamagic feat	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Regent	+1 level of existing arcane spellcasting class

each level for the purpose of determining spells per day and spells known.

Guild Member: A "guild-level" mage of the Arcane Order pays monetary dues and accepts various duties in return for member benefits. The dues are 30 gp per month. Duties include putting in an appearance on campus at least once every six months and accepting any special commissions handed down by senior members. A guildmage who falls into arrears on his dues by more than three months has his membership revoked and loses access to the Spellpool. Reinstating membership is difficult. However, ex-members do not lose any spells or metamagic feats they had gained while in good standing.

A member in good standing can board at the Arcane Order campus between adventures, paying only 5 sp per day for common-quality meals and lodging. At his leisure, he can browse the Order's well-respected library, which is stocked with tomes on both mundane and arcane lore (though no spellbooks are kept here). Likewise, he can use the Order's common laboratory facilities when creating magic items (although material costs remain out-of-pocket). Furthermore, he is free to read and post notices to the "job board," a mundane medium whereby fellow members of the Order pass information, advertise their interest in a research topic or adventure, or attempt to sell an interesting oddity, magical or otherwise. Last but not least, members form professional ties with their fellow wizards, possibly leading to lasting friendships or alliances.

Spellpool (Su): Mages of the Arcane Order can call spells from a common source: the Spellpool. New members receive a special focus (a trinket chosen by the spellcaster, such as a ring, brooch, scarf, or other portable item) at the time of their initiation. The focus allows access to the Spellpool and works only for its owner. If a mage of the Arcane Order loses his focus, he must undergo another initiation. The range of available spells increases at 4th and 7th levels. See the sidebar below for details.

Bonus Metamagic Feat: At 2nd level and again at 9th level, a mage of the Arcane Order gains sudden insight from studying the reconstructed texts of ancient magical grimoires. He gains a metamagic feat of his choice as a bonus feat. He must still meet the prerequisites of the feat.

Bonus Language: At 3rd level and again at 6th level, a guildmage's access to the Order's superb library and resources allows him to learn a new language.

New Spell: When a mage of the Arcane Order reaches 5th level, and again at 8th level, a fellow wizard allows the character to copy a spell from his spellbook (chosen by the player, subject to the DM's approval). He does not need to make a Spellcraft check to copy the spell into his own spellbook, although specialist wizards still cannot learn spells from prohibited schools. Spellcasters who do not use spellbooks gain no benefit from this ability.

Regent: A 10th-level mage of the Arcane Order is awarded the status of regent. A regent gains a +2 competence bonus on all Charisma-based interaction checks when dealing with lower-level members of the Order.

THE SPELLPOOL

A magical reservoir of spell energy is bound into a special matrix in a guarded vault on a sublevel of the Order's headquarters. Using his guild focus, a mage of the Arcane Order can "call" spells from this common resource as needed.

Calling a Spell: Calling a spell from the Spellpool can be done at any distance but requires the caster to have an open, unused spell slot of the appropriate level. Wizards preparing spells for the day decide at that time whether to leave some spell slots open. A spellcaster can call only for a spell of a level that he could normally cast. He can call a number of spells per day whose total levels are equal to or less than half his caster level (round down, minimum one). For example, Turial Edemont, a 5th-level wizard/4th-level mage of the Arcane Order can call one 4th-level spell per day, two 2nd-level spells per day, or any other combination of spells whose levels do not exceed four, assuming he has slots available and his Spellpool debt isn't too high (see below).

When a caster calls a spell, he takes a full-round action to concentrate on his focus (which provokes attacks of opportunity). The spell appears in the caster's mind at the beginning of his next turn and can be used immediately. However, if he does not cast the called spell within a number of minutes equal to his caster level, it fades from his mind as though cast. A wizard cannot learn a called spell, despite its temporary presence in his consciousness, though of course he could later attempt to learn the spell through standard means.

Spell Availability: Three stages of access to the Spellpool exist. A member first joining the Order gains Spellpool I privileges, which grants access to spells of 1st to 3rd level. Spellpool II allows access to 4th- to 6th-level spells, and Spellpool III grants access to 7th- to 9th-level spells. No 0-level spells are available, but the Spellpool can provide any other spell on the wizard/sorcerer spell list in the *Player's Handbook,* as well as any additional spells designated by the DM.

Spellpool Debt: Every time a spellcaster calls a spell, he incurs a debt. He must return an "energy packet" to the Spellpool: a spell he has prepared of a level equal level to that of the called spell, or a number of spells whose combined levels equal the level of the called spell. For instance, the Spellpool debt for a 5th-level spell is five levels, which could be paid off with another 5th-level spell or any combination of spells whose levels total five. Returning a spell is a full-round action, like calling a spell, and depletes a prepared spell slot as if the spell had been cast.

The debt must be repaid within a number of days equal to the character's class level; otherwise, the mage's access to the Spellpool is automatically suspended. Once the debt is repaid, a suspended caster immediately regains access to the Spellpool—except that failure to pay off a debt within one year results in a spellcaster's expulsion from the Order. A mage can't run a "positive balance" with the Spellpool, paying off a debt before incurring it.

The regents set the Arcane Order's rules and policies, meeting each month in the Council of Regents. A regent must attend six council meetings in one year or be removed from the council and lose his regent status (he loses no other benefits of guild membership, nor does he lose his level in the prestige class). Enacting new policies or eradicating old ones requires a three-fifths majority vote to pass.

Generally, the council hands out commissions for lower-level mages of the Arcane Order to perform on behalf of the guild. An individual regent might also head up a special group of lower-level members to accomplish a specific goal, such as investigating a crime committed using magic, undertaking an archeological dig of an ancient site of wizardry, or some other important task.

SAMPLE MAGE OF THE ARCANE ORDER

Turial Edemont: Male human wizard 5/mage of the Arcane Order 4; CR 9; Medium humanoid; HD 9d4+18 plus 3; hp 45; Init +1; Spd 30 ft.; AC 16*, touch 12, flat-footed 15*; Base Atk +4; Grp +3; Atk or Full Atk +3 melee (1d6–1, quarterstaff) or +5 ranged touch (by spell); SA Spellpool II; SQ guild member, familiar (raven), familiar benefits; AL N; SV Fort +4, Ref +3, Will +8; Str 8, Dex 13, Con 14, Int 19, Wis 10, Cha 12.

*Includes +4 armor bonus from *mage armor.*

Skills and Feats: Appraise +9, Concentration +14, Decipher Script +11, Knowledge (arcana) +16, Knowledge (history) +16, Spellcraft +18 (+20 to decipher spells on scrolls), Use Magic Device +10 (+14 when using scrolls); Alertness (from familiar), Cooperative Spell, Empower Spell[B], Heighten Spell, Scribe Scroll[B], Skill Focus (Use Magic Device), Spell Penetration, Toughness.

Languages: Celestial, Common, Draconic, Elf, Gnome, Giant.

Spellpool (Su): If Turial leaves a spell slot of the appropriate level open, he can call a number of spells per day from the Arcane Order's Spellpool whose total levels are equal to or less than four (that is, one 4th-level spell, two 2nd-level spells, or one 2nd-level spell and two 1st-level spells). He must pay off any spell debt accrued through use of this ability within four days.

Familiar: Turial's familiar is a raven named Zakar. The familiar uses the better of its own and Turial's base save bonuses. The creature's abilities and characteristics are summarized below.

Zakar: Raven familiar; CR —; Tiny magical beast; HD 9; hp 22; Init +2; Spd 10 ft., fly 40 ft. (average); AC 21*, touch 14, flat-footed 19*; Base Atk +4; Grp –8; Atk or Full Atk +8 melee (1d2–5, claws); Space/Reach 2-1/2 ft./0 ft.; SA —; SQ deliver touch spells, improved evasion, low-light vision, speak with master; AL N; SV Fort +2, Ref +4, Will +10; Str 1, Dex 15, Con 10, Int 8, Wis 14, Cha 6.

*Includes +4 armor bonus from *mage armor.*

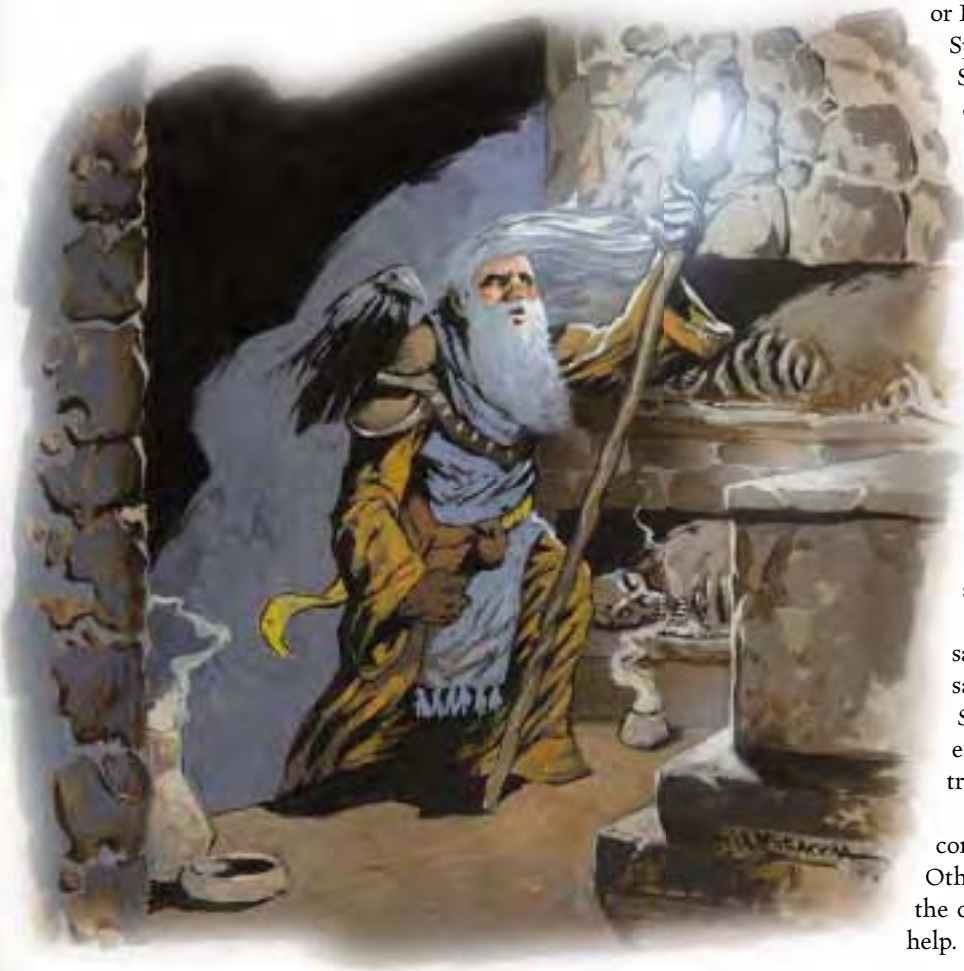
Skills and Feats: Listen +3, Spot +5; Weapon Finesse.

Deliver Touch Spells (Su): Zakar can deliver touch spells for Turial (see Familiars, page 52 of the *Player's Handbook*).

Improved Evasion (Ex): If Zakar is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw and half damage if the saving throw fails.

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Speak with Master (Ex): Zakar can communicate verbally with Turial. Other creatures do not understand the communication without magical help.



Illus. by J. Miracola

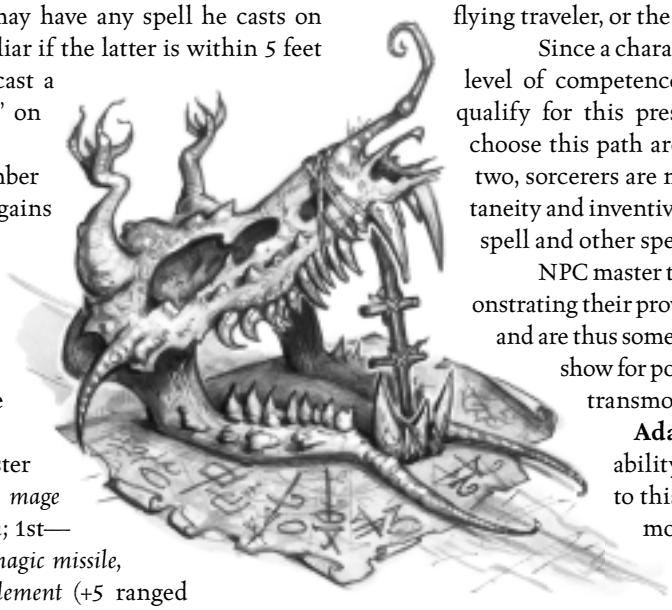
Turial Edemont, a mage of the Arcane Order

Familiar Benefits: Turial gains special benefits from having a familiar. This creature grants Turial a +3 bonus on Appraise checks (included in the above statistics).

Alertness (Ex): Zakar grants its master Alertness as long as it is within 5 feet.

Empathic Link (Su): Turial can communicate telepathically with his familiar at a distance of up to 1 mile. The master has the same connection to an item or a place that the familiar does.

Share Spells (Su): Turial may have any spell he casts on himself also affect his familiar if the latter is within 5 feet at the time. He may also cast a spell with a target of "You" on his familiar.



Guild Member: As a member of the Arcane Order, Turial gains all the benefits of guild membership, including a place to stay and eat for a reduced rate, access to the order's library, laboratory workspace, and access to the group's Spellpool.

Wizard Spells Prepared (caster level 9th): 0—*detect magic, mage hand, message, prestidigitation;* 1st—*mage armor* (already cast), *magic missile, obscuring mist, ray of enfeeblement* (+5 ranged touch), *shield;* 2nd—*blur, Melf's acid arrow* (2) (+5 ranged touch), *see invisibility, web* (DC 16); 3rd—*dispel magic,* empowered *magic missile, fireball* (DC 17), *protection from energy;* 4th—*greater invisibility, orb of cold*†, *solid fog;* 5th—*teleport.*

† New spell described on page 115.

Spellbook: as above plus 0—all others; 1st—*protection from evil, ray of enfeeblement, sleep;* 2nd—*invisibility;* 3rd—*fly, protection from energy;* 4th—*enervation, ice storm;* 5th—*hold monster.*

Possessions: Ring of protection +1, quarterstaff, *headband of intellect +2, cloak of resistance +2,* divine scroll of *augury,* scroll of *fireball,* scroll of *hold monster,* scroll of *ice storm,* scroll of *teleport,* Spellpool focus (garnet ring, 100 gp), spellbooks, spell component pouch, 11 pp.

MASTER TRANSMOGRIFIST

Perhaps none of an arcane spellcaster's mighty powers is so versatile, useful, or spectacular as the ability to change into something else entirely. The master transmogrifist is a sorcerer or wizard who has chosen to specialize in spells that change his form. The *polymorph* spell and other shapechanging transmutations offer the master transmogrifist the ability to become a fearsome juggernaut of physical battle, a swift-flying traveler, or the perfect spy.

Since a character must achieve a significant level of competence as an arcane spellcaster to qualify for this prestige class, virtually all who choose this path are sorcerers or wizards. Of the two, sorcerers are more often drawn to the spontaneity and inventiveness offered by the *polymorph* spell and other spells like it.

NPC master transmogrifists delight in demonstrating their prowess with their favorite shapes, and are thus sometimes amenable to putting on a show for powerful kings, wizards, or other transmogrifists.

Adaptation: The favored shape ability already provides structure to this class, but one method to add more is to decide that a given transmogrifist must choose a creature type, such as animal. A transmogrifist gains his enhanced shapechanging abilities only for shapes he takes of that creature type, though he can still take other shapes, too, depending on the spell he casts. He just doesn't gain the advantages that accrue from this prestige class while in shapes not of his selected type.

Hit Die: d4.

Requirements

To qualify to become a master transmogrifist, a character must fulfill all the following criteria.

Alignment: Any nonlawful.

Skills: Bluff 2 ranks, Disguise 5 ranks.

Feat: Eschew Materials.

Spells: Able to cast *alter self* and *polymorph*.

Table 2–14: The Master Transmogrifist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Extended change, favored shape	—
2nd	+1	+0	+0	+3	Manifest senses	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Battle mastery +2	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Effortless change	—
5th	+2	+1	+1	+4	Shapechanger	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	Battle mastery +4	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Reflexive change	—
8th	+4	+2	+2	+6	Manifest qualities	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	Battle mastery +6	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Infinite variety	—

Illus. by D. Kovacs

Class Skills

The master transmogrifist's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Knowledge (arcana) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the master transmogrifist prestige class.

Weapon and Armor Proficiency: Master transmogrifists gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level indicated on Table 2–14, a master transmogrifist gains new spells per day (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (such as the bonus feat sometimes gained by a wizard). If he had more than one arcane spellcasting class before becoming a master transmogrifist, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Illus. by T. Baxa

Mekkhier Saadren, a master transmogrifist

Extended Change (Ex): A master transmogrifist gains the benefit of the Extend Spell feat on any transmutation spell he casts to change into one of his favored shapes (see below). This benefit does not increase the spell's level or casting time, or require any special preparation. Spells that can benefit from this ability include *alter self, polymorph, polymorph any object,* and *shapechange.*

Favored Shape (Su): A master transmogrifist chooses three favored shapes at 1st level. A favored shape is a specific kind of creature whose form he can assume by means of the *polymorph* spell. He cannot choose a creature of his own type (humanoid, most likely) as a favored shape. For example, an 8th-level human sorcerer/1st-level master transmogrifist might choose pegasus, umber hulk, and bronze dragon as his favored shapes, though because of the Hit Dice restriction, he could become only a very young bronze dragon. A master transmogrifist gains a number of advantages with his favored shapes, as noted in the following class feature descriptions.

At every odd-numbered level beyond 1st, a master transmogrifist gains one additional favored shape. Thus, he has four at 3rd level, five at 5th level, six at 7th level, and seven at 9th level. Furthermore, once per master transmogrifist level beyond 1st, a character can choose to lose a previously chosen favored shape and select a replacement.

Manifest Senses (Su): At 2nd level and higher, a master transmogrifist gains the senses of his favored shape when he assumes its form. Senses include extraordinary special qualities such as blindsense, blindsight, darkvision, low-light vision, scent, and tremorsense.

Battle Mastery (Ex): At 3rd level, a master transmogrifist gains a +2 competence bonus on all attack rolls he makes while in one of his favored shapes. This bonus increases to +4 at 6th level and to +6 at 9th level.

Effortless Change (Ex): At 4th level, a master transmogrifist learns how to change his form through a simple act of will. He can choose to apply the benefits of the Still Spell and Silent Spell feats (even if he doesn't have the feats) to any transmutation spell he casts to change into one of his favored shapes. This benefit does not increase the spell's level or casting time, or require any special preparation. Spells that can benefit from this ability include *alter self, polymorph, polymorph any object,* and *shapechange.*

Shapechanger (Ex): A master transmogrifist acquires the shapechanger subtype at 5th level. He also gains the ability to remain in an assumed form indefinitely when he casts *alter self.* This works exactly like the *alter self* spell except that the duration is permanent. In other words, a master transmogrifist can remain in the form he assumes as long as he wishes, until either he chooses to dismiss it or the *alter self* effect is dispelled.

Reflexive Change (Ex): At 7th level and higher, a master transmogrifist has the ability to change into a favored shape

via a transmutation spell in response to an opponent's action once per day. If he has an appropriate spell prepared and chooses to use this ability, he can change form as an immediate action (see page 86) in response to the action of another creature. For example, a master transmogrifist might turn into a dragon turtle to gain a high Armor Class against an impending attack, or change into a red dragon to gain immunity to the fire damage of an enemy's *fire storm* spell. The spell is expended as if the transmogrifist had cast it normally, and he remains in his new form until either the spell's duration expires or he dismisses it. A transmogrifist gives up his next action to make a reflexive change.

If a master transmogrifist is currently under the effect of a *shapechange* spell he cast on himself, he can use his reflexive change ability as often as he likes (although never more than once per round). Each time he uses it, he loses his next action.

Manifest Qualities (Ex): At 8th level and higher, a master transmogrifist has all the extraordinary special qualities of any favored shape he assumes. For example, he could change into a troll to make use of the troll's regeneration ability, or take the form of a green hag to gain spell resistance 18.

Infinite Variety (Su): At 10th level, a master transmogrifist gains the ability to create completely imaginary forms when he casts *polymorph*, *polymorph any object*, or *shapechange* on himself. To create an imaginary form, he chooses one of his favored shapes as a base form. He can then choose a single aspect of a second monster whose form he could assume using the spell he is casting and add it to the first creature. His available options include the following.

- Replace the base form's natural armor bonus with that of the second form.
- Add the second form's movement modes.
- Add one of the second form's natural attack types (with the appropriate reach), if the base form doesn't have that attack type already.
- Add an extraordinary special attack of the second form.
- Add an extraordinary special quality of the second form.
- Replace one of the base form's physical ability scores, if both the base form and the second form are the same size category.

For example, if a young red dragon is the base form and a giant octopus is the second, a master transmogrifist could add the octopus's eight tentacle rakes (damage 1d4 + Str bonus) to the dragon's available natural attacks.

SAMPLE MASTER TRANSMOGRIFIST

Mekkhier Saadren: Male human sorcerer 8/master transmogrifist 3; CR 11; Medium humanoid; HD 11d4+22; hp 51; Init +4; Spd 30 ft.; AC 16*, touch 12, flat-footed 16*; Base Atk +5; Grp +4; Atk or Full Atk +4 melee (1d4–1/19–20, dagger) or +5 ranged touch (by spell); SA battle mastery +2; SQ extended shape, favored shape, manifest senses; AL CN; SV Fort +5, Ref +3, Will +10; Str 8, Dex 10, Con 14, Int 12, Wis 13, Cha 17.

*Includes +4 armor bonus from *mage armor.*

Skills and Feats: Bluff +17, Concentration +16, Diplomacy +5, Disguise +14 (+16 to act in character), Intimidate +5, Spellcraft +13; Eschew Materials, Improved Initiative, Silent Spell, Spell Penetration, Still Spell.

Languages: Common, Draconic.

Battle Mastery (Ex): Mekkhier gains a +2 competence bonus on all attack rolls he makes while in one of his favored shapes (included in the statistics below).

Extended Change (Ex): Whenever Mekkhier assumes one of his favored shapes (see below), the duration is doubled as if affected by the Extend Spell feat.

Favored Shape (Su): Mekkhier has four favored shapes: medusa, ochre jelly, umber hulk, and very young gold dragon.

Medusa Form: As above, except Medium monstrous humanoid; Init +6; AC 17, touch 14, flat-footed 15; Grp +5; Atk or Full Atk +8 melee (1d4+1 plus poison, snakes); SV Fort +4, Ref +5; Str 10, Dex 15, Con 12.

Poison (Ex): Injury, Fortitude DC 11, initial damage 1d6 Str, secondary damage 1d6 Str. The save DC is Constitution-based.

Ochre Jelly Form: As above, except Large ooze; Init –1; Spd 10 ft., climb 10 ft.; AC 6, touch 6, flat-footed 6; Grp +11; Atk or Full Atk +8 melee (2d4+3 plus 1d4 acid, slam); Space/Reach 10 ft./5 ft.; SA acid, constrict 2d4+3 plus 1d4 acid, improved grab; SQ blindsight 60 ft.; SV Fort +9, Ref –2; Str 15, Dex 1, Con 22.

Umber Hulk Form: As above, except Large aberration; Init +5; Spd 20 ft., burrow 20 ft.; AC 20, touch 12, flat-footed 19; Grp +15; Atk +14 melee (2d4+7, claw); Full Atk +14 melee (2d4+7, 2 claws) and +9 melee (2d8+4, bite); Space/Reach 10 ft./10 ft.; SQ darkvision 60 ft., tremorsense 60 ft.; SV Fort +7, Ref +4; Str 23, Dex 13, Con 19.

Very Young Gold Dragon Form: As above, except Large dragon (fire); Spd 60 ft., fly 200 ft. (poor), swim 60 ft.; AC 21, touch 11, flat-footed 21; Grp +14; Atk +13 melee (2d6+6, bite); Full Atk +13 melee (2d6+6, bite) and +8 melee (1d8+3, 2 claws) and +8 melee (1d6+3, 2 wings) and +8 melee (1d8+8, tail slap); Space/Reach 10 ft./5 ft. (10 ft. with bite); SQ darkvision 120 ft., low-light vision (four times normal), blindsense 60 ft.; SV Fort +6; Str 21, Con 17.

Manifest Senses (Su): Mekkhier gains the senses of his favored shape when he assumes its form (included in the statistics above).

Sorcerer Spells Known (6/7/7/7/5/3 per day; caster level 10th): 0—*arcane mark, dancing lights, detect magic, detect poison, disrupt undead* (+5 ranged touch), *mage hand, ray of frost* (+5 ranged touch), *read magic, touch of fatigue* (+4 melee touch; DC 13); 1st—*expeditious retreat, mage armor* (already cast), *magic missile, ray of enfeeblement* (+5 ranged touch), *shield;* 2nd—*alter self, blur, bull's strength, false life;* 3rd—*dispel magic, heroism, vampiric touch* (+4 melee touch); 4th—*polymorph, stoneskin;* 5th—*baleful polymorph* (DC 18).

Possessions: Dagger, *amulet of mighty fists +1*, *ring of protection +2*, *wand of cat's grace* (33 charges), *potion of cure serious wounds*, 2 *potions of barkskin* (+3), scroll of *greater invisibility*, spell component pouch, diamond dust (1,000 gp), 30 pp.

MINDBENDER

Mindbenders seek to control the thoughts and dreams of others. From an early age, those destined to walk this path learn little tricks of manipulation to get their way. Later, they turn to spellcasting to enhance their already impressive skills at bluffing, intimidating, and otherwise dealing with people to their own advantage. Magic holds the promise of complete mental domination, and the mindbender realizes it spectacularly.

Spellcasters who take this prestige class give up a great deal of their caster level advancement, but they instead gain ever-greater abilities to alter and eventually command the will of others. Anyone who is ready to sacrifice magic for manipulation is a suitable candidate for this prestige class.

Mindbenders do not get on well with one another, as each attempts to assert his control over the rest. It is not unknown for one mindbender to secretly control another—such is considered the perfect front. Possessing the power to control others' minds doesn't ensure immunity to the same treatment.

Most NPC mindbenders are neutral or evil in alignment. Using magic to enslave the will of others is rarely a good act, especially if the mindbender has no intention of ever compensating his thrall for its involuntary service or releasing it in the future. NPC mindbenders therefore tend to be found in positions where their enchantment abilities allow them to amass great wealth and influence, ruling small towns or isolated keeps as the power behind the throne, secret masters who brook no rival in their domains.

Adaptation: The most straightforward adaptation of this class is to make it psionic, barring it completely from being taken by arcanists. In this case, eliminate the spellcasting requirement, and replace it with "Psionics: Able to manifest psionic powers, including at least one telepathy power of 3rd level or higher." Also, the Spells per Day column on the class table becomes a Powers per Day column.

Hit Die: d4.

Requirements

To qualify to become a mindbender, a character must fulfill all the following criteria.

Alignment: Any nongood.

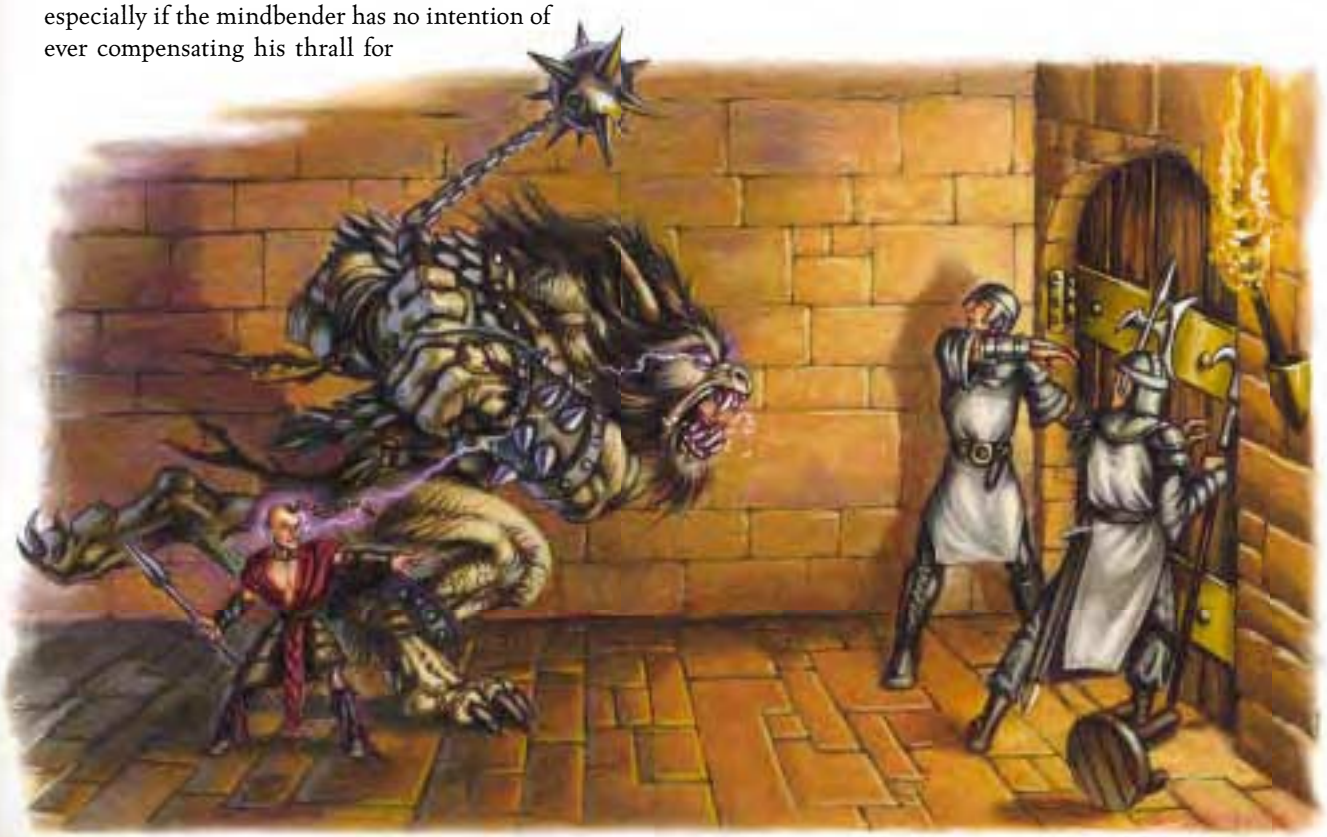
Skills: Bluff 4 ranks, Diplomacy 4 ranks, Intimidate 4 ranks, Sense Motive 4 ranks.

Spells: Able to cast *charm person*, use *charm person* as a spell-like ability, or use the *charm* invocation.

Spells or Spell-Like Abilities: Arcane caster level 5th.

Class Skills

The mindbender's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Knowledge (all skills, taken



Illus. by R. Spencer

Kal Brandric, a mindbender, and his ogre slave

individually) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the mindbender prestige class.

Weapon and Armor Proficiency: Mindbenders gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each odd-numbered level, a mindbender gains new spells per day (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (such as the bonus feat sometimes gained by a wizard). If he had more than one arcane spellcasting class before becoming a mindbender, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Telepathy (Su): A mindbender unlocks one of the most basic elements of his mental craft at 1st level, gaining the ability to communicate telepathically with any creature within 100 feet that has a language.

Skill Boost (Ex): A mindbender is a consummate student of manipulation, be it magical or mundane. Beginning at 2nd level, he can add 1/2 his class level as a competence bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks.

Push the Weak Mind (Sp): At 2nd level and higher, a mindbender can influence the actions of a living creature of Large or smaller size once per day. This ability functions like a *suggestion* spell, except that the range is 100 feet and the duration is 5 hours plus 1 hour per class level. The mindbender can communicate the suggested course of action telepathically if he chooses, which allows him to use the effect regardless of the target's language. A successful Will save (DC 13 + primary spellcasting ability modifier) negates the effect. (Primary spellcasting ability is Intelligence for wizards, Charisma for sorcerers and warlocks, Wisdom for clerics, and so forth.)

A mindbender can use this ability one additional time per day per three class levels gained (two times per day at 5th and three times per day at 8th).

Mindread (Sp): At 3rd level and higher, a mindbender can read the surface thoughts of a living creature within 100 feet. This is a mind-affecting ability that requires a standard action to use. The mindbender must be able to see the target; a successful Will save (DC 12 + primary spellcasting ability modifier) negates the effect. Creatures of animal intelligence (Int 1 or 2) have only simple, instinctual thoughts.

Maintaining the effect requires concentration; the maximum duration is 10 minutes. The ability can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. This effect is the equivalent of a 2nd-level spell.

A mindbender can use this ability two times per day at 3rd level and four times per day at 7th level.

Eternal Charm (Sp): At 4th level and higher, a mindbender can *charm* any single Large or smaller living creature within 100 feet (as *charm monster*) once per day. A successful Will save (DC 14 + primary spellcasting ability modifier) negates the effect. The duration is permanent; however, a mindbender can have only one creature so *charmed* at any given time. If he attempts to use this power on a creature while he has another so *charmed*, the first *charm* is automatically broken (regardless of the success of the second attempt). The effect is also broken if a mindbender or one of his allies injures the target. *Dispel magic* has no effect on an *eternal charm*, though *break enchantment* frees the victim (treat the mindbender's caster level as 5 + his class level for this purpose).

At 6th level and higher, a mindbender can have up to two creatures affected by this power at any given time; if he attempts to *charm* a third, the previous victim under his influence the longest is freed. At 8th level, he can control up to three creatures with this ability, and at 10th level up to four creatures.

Table 2–15: The Mindbender

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+2	+0	+2	Telepathy	+1 level of existing arcane spellcasting class
2nd	+1	+3	+0	+3	*Push the weak mind* 1/day, skill boost	—
3rd	+1	+3	+1	+3	*Mindread* 2/day	+1 level of existing arcane spellcasting class
4th	+2	+4	+1	+4	*Eternal charm* (1)	—
5th	+2	+4	+1	+4	*Push the weak mind* 2/day	+1 level of existing arcane spellcasting class
6th	+3	+5	+2	+5	Enchantment spell power +2, *eternal charm* (2)	—
7th	+3	+5	+2	+5	*Dominate, mindread* 4/day	+1 level of existing arcane spellcasting class
8th	+4	+6	+2	+6	*Eternal charm* (3), *push the weak mind* 3/day	—
9th	+4	+6	+3	+6	—	+1 level of existing arcane spellcasting class
10th	+5	+7	+3	+7	Enchantment spell power +4, *eternal charm* (4), thrall	—

Enchantment Spell Power (Ex): At 6th level and higher, a mindbender casts more powerful enchantment spells: He adds 2 to his caster level when casting any enchantment spell. This increase improves to 4 at 10th level.

Dominate (Sp): At 7th level, a mindbender becomes able to *dominate* any single living Large or smaller creature within 100 feet (as *dominate monster*) once per day. A successful Will save (DC 19 + primary spellcasting ability modifier) negates the effect. The duration is 24 hours.

Thrall (Su): At 10th level, a mindbender's mental mastery reaches its pinnacle. He can choose to make the duration of his *dominate* ability (see above) permanent, but only on one target at a time. If a mindbender chooses to *dominate* another creature and make that effect permanent, the previous thrall is freed from the effect.

SAMPLE MINDBENDER

Kal Brandric: Male halfling sorcerer 6/mindbender 4; CR 10; Small humanoid; HD 10d4+10; hp 36; Init +2; Spd 20 ft.; AC 15, touch 13, flat-footed 13; Base Atk +5; Grp –1; Atk or Full Atk +5 melee (1d6–2/×3, masterwork spear) or +10 ranged (1d6–2/×3, masterwork spear); SA *eternal charm, push the weak mind* 1/day; SQ halfling traits, *mindread* 2/day, telepathy; AL N; SV Fort +5*, Ref +6*, Will +10*; Str 6, Dex 15, Con 12, Int 14, Wis 10, Cha 19.

Skills and Feats: Bluff +17, Climb +0, Concentration +13, Diplomacy +21, Disguise +7 (+9 to act in character), Hide +6, Intimidate +15, Jump –6, Listen +2, Move Silently +4, Sense Motive +10; Ability Focus (*push the weak mind*), Dodge, Spell Focus (enchantment), Spell Penetration.

Languages: Common, Giant, Gnome, Halfling.

Eternal Charm (Sp): Kal can *charm* any single living Large or smaller creature within 100 feet (as *charm monster*) once per day. A DC 18 Will save negates the effect. The duration is permanent. Kal can have only one creature so *charmed* at any given time.

Currently, Kal has *charmed* an ogre named Bull (treat as the ogre from page 199 of the *Monster Manual*). Bull carries a *potion of cure serious wounds*.

Push the Weak Mind (Sp): Once per day, Kal can use *suggestion*, as the spell, on a living Large or smaller creature once per day within 100 feet. The duration is 9 hours. Kal can communicate the suggested course of action telepathically if he chooses, which allows him to use the effect regardless of the target's language. A DC 19 Will save negates the effect.

Halfling Traits: *Halflings have a +2 racial bonus on saving throws against fear.

Mindread (Sp): Two times per day, Kal can read the surface thoughts of a living creature within 100 feet. He must be able to see the target; a DC 16 Will save negates the effect.

Telepathy (Su): Kal can communicate telepathically with any creature within 100 feet that has a language.

Sorcerer Spells Known (6/7/7/6/4 per day; caster level 8th): 0—*arcane mark, dancing lights, daze* (DC 15), *detect magic, ghost sound* (DC 14), *mage hand, message, read magic;* 1st—*charm person* (DC 16), *disguise self, expeditious retreat, grease* (DC 15), *magic missile;* 2nd—*bull's strength, invisibility, summon swarm;* 3rd—*hold person* (DC 18), *rage;* 4th—*confusion* (DC 19).

Possessions: Bracers of armor +2, masterwork spear, *cloak of Charisma +2, circlet of persuasion, wand of bear's endurance* (17 charges), 95 pp.

SEEKER OF THE SONG

Beyond magic, beyond sound, beyond good or evil, lies music so profound and powerful that even deities quake at its sound. This primal music—of unknown origin and with no limit to its power—is incomprehensible to the mortal ear. To some who hear a fragment of this music, it becomes beauty incarnate, and they devote their lives to its discovery. These seekers wield the power of music in ways that amaze even the most skilled bards.

United only by their quest, seekers of the song have incredibly diverse goals and motivations. Some black-hearted seekers know that this primal music is power, and they lust after it in hopes of turning it against their many enemies. Others search for the music to bring joy and peace. Most have more moderate aspirations and seek the music because it moves them. Regardless of their goals, seekers of the song rarely work against one another—each hoping that another seeker will uncover another piece of the primal music and share it with the rest.

The song never leaves a seeker, and its power can have strange effects on their souls. Some retire from society, seeking the silence of distant monasteries or mountaintops from which to better concentrate on the music they once heard. Others remain unchanged to outward appearances, yet the music remains in the back of their minds at all times. Some talk to any who will listen about the importance and beauty of the primal music, while others cannot seem to find the words to express what this music means to them or to the world.

Every seeker of the song must have at least one bard level, but beyond that, their stories and careers differ wildly. Many begin their adventuring careers as bards, drawn to music from their earliest days. Others come to the class after adventuring as fighters, rogues, clerics, or members of other classes for most of their careers, with little idea that the primal music will become their chosen path. Although at least a few seekers emerge from every class, few wizards or sorcerers take up the pursuit; members of these classes are more likely to devote themselves to traditional spellcasting rather than the strange pull of the primal music.

Adaptation: The seeker of the song prestige class presents a powerful new set of bardic abilities, going far beyond the basic bardic music ability presented in the *Player's Handbook*. Many campaigns can benefit from exploring this facet of the game, but a DM might not want

to introduce the idea of primal music into a campaign's cosmology. In this case, the seekers of the song might become the disciples of a distant bardic college. The college is extreme in the eyes of other bards: They discard the notion of bards as wanderers and gatherers of diverse skills, and instead focus on music as a force of magic to the exclusion of all else.

Hit Die: d6.

Requirements

To qualify to become a seeker of the song, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 13 ranks, Perform (any one) 13 ranks.

Feat: Skill Focus (Perform [any one]).

Special: Bardic music ability.

Special: Must have been exposed to the primal music by hearing another seeker of the song use a seeker music ability.

Class Skills

The seeker of the song's class skills (and they key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the seeker of the song prestige class.

Weapon and Armor Proficiency: Seekers of the song gain no proficiency with any weapon or armor.

Rapture of the Song (Su): A seeker of the song is so in tune with the power of the primal music that he gains special insight, physical fortitude, and resistance to magic while in the throes of his song. A seeker gains a +2 insight bonus to Armor Class whenever he uses his bardic music ability, seeker music, or a similar ability.

At 4th level and higher, a seeker also gains a +2 insight bonus on saving throws whenever he uses his bardic music ability, seeker music, or a similar ability.

At 7th level and higher, a seeker also gains damage reduction 2/— whenever he uses his bardic music ability, seeker music, or a similar ability.

At 10th level, a seeker gains these abilities and also acts as though affected by a *freedom of movement* spell whenever he uses his bardic music ability, seeker music, or a similar ability.

Seeker Music: A seeker of the song can use music or poetics to produce magical effects. Seeker music follows the same rules as bardic music (see page 29 of the *Player's Handbook*). Each use of seeker music costs one daily use of bardic music to activate. Seeker of the song levels stack with bard levels for purposes of determining how many daily uses of bardic music and seeker music the character has.

Some seeker music effects include a secondary effect, called a refrain. In any round when a seeker concentrates on a seeker music effect and expends another use of bardic music, he can activate the refrain associated with that seeker music effect. Using a refrain is a swift action (see page 86) that does not provoke attacks of opportunity. The original effects of the song do not end; the seeker can maintain the song and activate the refrain simultaneously.

Burning Melody (Su): A seeker of the song with 14 or more ranks in a Perform skill can gather a glimmer of the power of the primal music and gain some control over fire through this music. While a seeker sings this song, he and all of his allies within 30 feet who can hear him gain resistance to fire 15. An ally benefits from this effect for as long as it can hear the seeker sing.

Burning Melody, Refrain: When he uses the refrain with his burning melody, a seeker shoots a 30-foot cone of fire from his fingertips. The cone deals 6d6 points of fire damage to creatures in its area. A successful Reflex save (DC 10 + the seeker's ranks in the Perform skill) halves the damage.

Song of Unmaking (Su): At 2nd level and higher, a seeker with 15 or more ranks in a Perform skill can turn a fragment of the primal music's power against constructs. He can expend a use of bardic music and make a Perform check to deal 1d8 points of damage per seeker level to all constructs within a 30-foot burst of the seeker (no save).

Dirge of Frozen Loss (Su): A seeker of the song of 3rd level or higher with 16 or more ranks in a Perform skill can gather

Table 2–16: The Seeker of the Song

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Seeker Music
1st	+0	+0	+0	+2	Rapture of the song (+2 AC), seeker music	Burning melody
2nd	+1	+0	+0	+3	Combine songs	Song of unmaking
3rd	+2	+1	+1	+3		Dirge of frozen loss
4th	+3	+1	+1	+4	Rapture of the song (+2 saves)	Song of life
5th	+3	+1	+1	+4	Subvocalize	Anthem of thunder and pain
6th	+4	+2	+2	+5		Hymn of spelldeath
7th	+5	+2	+2	+5	Rapture of the song (DR 2/–)	Ballad of agony reborn
8th	+6	+2	+2	+6		Aria of everywhere
9th	+6	+3	+3	+6		Dirge of songdeath
10th	+7	+3	+3	+7	Rapture of the song (*freedom of movement*)	Hymn of revealing

the power of the primal music to gain control over cold energy through this music. While a seeker sings this song, he and all of his allies within 30 feet who can hear him gain resistance to cold 15. An ally benefits from this effect for as long as it can hear the seeker sing.

Dirge of Frozen Loss, Refrain: When he uses the refrain with his dirge of frozen loss, a seeker shoots a 60-foot line of cold energy from his fingertips. The line deals 10d6 points of cold damage to any creature it hits and causes any creature damaged by it to become fatigued. A successful Fortitude save (DC 10 + the seeker's ranks in the Perform skill) halves the damage and negates the fatigue.

Song of Life (Su): A seeker of the song of 4th level or higher with 17 or more ranks in a Perform skill can use fragments of the primal music to protect and heal his allies. While a seeker sings this song, he and all of his allies within 30 feet who can hear him gain immunity to poison and disease. An ally benefits from this effect for as long as it can hear the seeker sing.

Song of Life, Refrain: When he uses the refrain with his dirge of frozen loss, a seeker can make a Perform check to heal a living creature of an amount of hit point damage equal to the check result (up to the creature's full normal hit point total). He must touch the affected ally to use this ability. The touch is a standard action, although activating the refrain is still a swift action. The refrain has no effect on undead or nonliving creatures.

Anthem of Thunder and Pain (Su): A seeker of the song of 5th level or higher with 18 or more ranks in a Perform skill can gather the power of the primal music and gain some control over electrical energy through this music. While a seeker sings this song, he and all of his allies within 30 feet who can hear him gain resistance to electricity 15. An ally benefits from this effect for as long as it can hear the seeker sing.

Anthem of Thunder and Pain, Refrain: When he uses the refrain with his anthem of thunder and pain, a seeker shoots a ray of electricity from his fingertips. The ray has a range of 20 feet and requires a ranged touch attack to hit. The ray deals 10d6 points of electricity damage to a creature it hits. The seeker can then cause the electricity to arc to additional foes, all of whom must be within 20 feet of the first creature struck. Each secondary ray requires another ranged touch attack to hit and deals half as much damage as the initial ray. A seeker can create one secondary ray for every three seeker class levels (one when the song becomes available at 5th level, two at 6th level, and three at 9th level). No creature can be affected by more than one arc in a single round.

Hymn of Spelldeath (Su): A seeker of the song of 6th level or higher with 19 or more ranks in a Perform skill can turn the power of the primal music against magic effects. Any creature that can hear the seeker perform must make a Concentration check opposed by the seeker's Perform check in order to cast a spell. If the Concentration check fails, the spell is lost and has no effect. If the Concentration check succeeds, the spell is cast as normal. A hymn of spelldeath is a mind-affecting ability.

Hymn of Spelldeath, Refrain: When he uses the refrain with his hymn of spelldeath, a seeker can attempt to dispel magic. This ability works just like the area version of *dispel magic*, except the effect is centered on the seeker. At his option, a seeker can exclude himself and his allies from this effect, but the effect must still be centered on him. The seeker makes a level check just as if he were a spellcaster using the *dispel magic* spell, using the total of his bard levels and seeker of the song levels as his modifier for the check.

Ballad of Agony Reborn (Su): A seeker of the song of 7th level or higher with 20 or more rank in a Perform skill can gather the power of the primal music to gain control over acid energy through this music. While a seeker sings this song, he and all of his allies within 30 feet who can hear him gain resistance to acid 15. An ally benefits from this effect for as long as it can hear the seeker sing.

Ballad of Agony Reborn, Refrain: When he uses the refrain with his ballad of agony reborn, a seeker shoots a ray of acid from his fingertips. The ray has a range of 60 feet and requires a ranged touch attack to hit. The ray deals 10d6 points of acid damage to a creature it hits, and another 10d6 points of acid damage 1 round later.

Illus. by G. Kubic

Maralea Duskwood, a seeker of the song

Aria of Everywhere (Sp): A seeker of the song of 8th level or higher with 21 or more ranks in a Perform skill can pull the power of the primal music into himself and move short distances instantaneously. He can expend a use of bardic music or seeker music to instantly transport himself to any other spot within 25 feet + 5 feet/level. This ability otherwise functions as the *dimension door* spell, except that the seeker can't bring along additional creatures with this ability.

Dirge of Songdeath (Su): A seeker of the song of 9th level or higher with 22 or more ranks in a Perform skill can gather the power of the primal music to gain control over sonic energy through this music. While a seeker sings this song, he and all of his allies within 30 feet who can hear him gain resistance to sonic 15. An ally benefits from this effect for as long as it can hear the seeker sing.

In addition, as long as the seeker is singing a dirge of songdeath, other creatures within 30 feet cannot easily use bardic music, seeker music, or similar abilities. To use such an ability, a creature within the area must make a Perform check opposed by the seeker's Perform check. If the check is successful, the creature can use the ability as desired. If the check fails, the ability has no effect, but a daily use of the music ability must be expended normally.

Dirge of Songdeath, Refrain: When he uses the refrain with his hymn of spelldeath, a seeker shoots a ray of sonic energy from his fingertips. The ray has a range of 60 feet and requires a ranged touch attack to hit. The ray deals 15d6 points of sonic damage to a creature it hits.

Note of Solitude (Su): Upon reaching 10th level, a seeker of the song with 23 or more ranks in a Perform skill can use the power of the primal music to temporarily sever some creatures' tie with other planes. Extraplanar creatures within 60 feet of a seeker who activates this ability must make a Will saving throw (DC 10 + the seeker's ranks in the Perform skill). Creatures affected by this ability get a bonus on this saving throw equal to their Hit Dice. Any creature that fails this saving throw is instantly sent to its home plane. Unlike other musical abilities and affects, a note of solitude has a duration of instantaneous and cannot be maintained, though the seeker can activate it again on subsequent rounds by spending additional uses of bardic music or seeker music.

Combine Songs (Ex): A seeker of the song of 2nd level or higher can combine two types of bardic music or seeker music to provide the benefits of both. The seeker chooses two music abilities and activates both using the same standard action. If either or both require concentration, the seeker can maintain concentration on both by using one standard action each round to concentrate. The normal stacking rules for bonus types apply to music abilities combined with this ability.

Subvocalize (Ex): At 5th level and higher, a seeker of the song can begin a new bardic music or seeker music song as a swift action (see page 86). A seeker can use this ability only if he already has one (and only one) bardic music or seeker music ability already active. A seeker can use this ability in conjunction with the combine songs ability to start a second song and then maintain both as a standard action each round (as per the combine songs ability).

Ex-Seekers of the Song

Like a member of any other prestige class, a seeker of the song can take levels in other classes after entering the seeker of the song class, but seekers of the song face a special restriction. A seeker of the song who gains a level in any other class after having gained his first seeker level can never again raise his seeker of the song level, though he retains the seeker abilities he has already earned. The path of the seeker demands constant attention and devotion. If a character adopts this prestige class, he must pursue it to the exclusion of all other careers. Once he has turned from the path, he can never return.

SAMPLE SEEKER OF THE SONG

Maralea Duskwood: Female half-elf bard 10/seeker of the song 2; CR 12; Medium humanoid (elf); HD 12d6+12; hp 56; Init +5; Spd 30 ft.; AC 19, touch 13, flat-footed 18; Base Atk +8; Grp +7; Atk +8 melee (1d6/18–20, *+1 cold iron rapier*) or +9 ranged touch (wand); Full Atk +8/+3 melee (1d6/18–20, *+1 cold iron rapier*) or +9 ranged touch (wand); SA seeker music (burning melody, song of unmaking); SQ bardic knowledge 10, bardic music 12/day (countersong, *fascinate,* inspire competence, inspire courage +2, inspire greatness, *suggestion*), combine songs, half-elf traits, low-light vision, rapture of the song; AL N; SV Fort +6, Ref +8, Will +12; Str 8, Dex 13, Con 12, Int 10, Wis 14, Cha 20.

Skills and Feats: Concentration +16, Diplomacy +22, Gather Information +7, Knowledge (arcana) +13, Listen +18, Perform (sing) +23, Search +1, Spot +3, Use Magic Device +18; Great Fortitude, Improved Initiative, Point Blank Shot, Precise Shot, Skill Focus (Perform [sing]).

Languages: Common, Elven.

Seeker Music: Maralea can spend a daily use of bardic music to activate a special seeker music effect. While the effect is active, she can spend another daily use to activate the song's refrain, if any, as a swift action.

Burning Melody (Su): While Maralea sings this song, she and all of her allies within 30 feet who can hear her gain resistance to fire 15. An ally benefits from this effect for as long as it can hear Maralea sing.

Burning Melody, Refrain: When she uses the refrain with her burning melody, Maralea shoots a 30-foot cone of fire from her fingertips. The cone deals 6d6 points of fire damage to creatures in its area (Reflex DC 33 half).

Song of Unmaking (Su): When she activates this effect, Maralea can make a Perform check to deal 2d8 points of damage to all constructs within a 30-foot burst (no save).

Combine Songs (Ex): Maralea can activate two bardic music or seeker music abilities using the same standard action. If either or both require concentration, Maralea can maintain concentration on both by using one standard action each round to concentrate.

Countersong (Su): Use music or poetics to counter magical effects that depend on sound.

Fascinate (Sp): Use music or poetics to cause one or more creatures to become fascinated with her.

Half-Elf Traits: Half-elves have immunity to magic sleep effects. For all effects related to race, a half-elf is considered an elf.

Inspire Competence (Su): Use music or poetics to help an ally succeed at a task.

Inspire Courage (Su): Use music or poetics to bolster her allies against fear and improve their combat abilities.

Rapture of the Song (Su): Maralea gains a +2 insight bonus to Armor Class whenever she is using bardic music, seeker music, or a similar ability.

Suggestion (Sp): Use music or poetics to make a *suggestion* (as the spell) to a creature that she has already fascinated.

Bard Spells Known (3/5/4/3/1 per day; caster level 10th): 0—*dancing lights, detect magic, ghost sound* (DC 15), *mage hand, message, read magic*; 1st—*disguise self, remove fear, Tasha's hideous laughter* (DC 16), *unseen servant*; 2nd—*cat's grace, mirror image, sound burst* (DC 17), *tongues*; 3rd—*confusion* (DC 18), *cure serious wounds, haste, see invisibility*; 4th—*freedom of movement, greater invisibility.*

Possessions: +2 chain shirt, +2 ring of protection, cloak of Charisma +2, +1 cold iron rapier, wand of scorching ray (20 charges), *wand of ray of enfeeblement* (25 charges), *wand of searing light* (10 charges), scroll of *cure critical wounds, potion of bear's endurance,* 27 pp.

SUBLIME CHORD

Music is not just a pleasant sound; it is also the expression of mathematical relationships fraught with significance. A member of the sublime chord prestige class sees music, even the powerful music of a skilled bard, as nothing more than a stepping-stone to true universal insight into the legendary song of creation heard at the dawn of time. Music and magic are actually one and the same, and an astute student who unravels the riddles of meter and pitch simultaneously reveals hidden secrets of great power.

All sublime chords must have some foundation in the bard's art, since bardic music is the first step in mastering the power of the First Song. However, music is only one tool for understanding the infinite; a sublime chord must also study mathematics and the precise movements of the stars and planets in which the music of the spheres is evident. In exchange for abandoning his continuing study of bardic music, a sublime chord instead masters a number of spells far more powerful than most bards can ever use. While most sublime chords receive the majority of their training as bards, a small number of sorcerers and wizards are drawn to this class, enticed by the notion of an ultimate truth linking the power of song and the power of magic.

Sublime chords are often drawn to colleges, universities, and other gatherings of learned folk. In some places, such as the Starry Lyceum in the city of Osterhaven, they gather in small circles of musical scholars. The Starry Lyceum is dedicated to the pursuit and preservation of knowledge, and its members are known for their efforts to recover lost secrets and prevent the fading of ancient songs and star-taught wisdom. Ostensibly neutral in the affairs of the world, the sublime chords of the Lyceum make their learning and lore available to all who seek it—a policy that often runs counter to those who would seek to govern or dominate other people by fostering ignorance.

NPC sublime chords are encountered in much the same variety of adventures and roles in which one finds NPC bards. They blur the line between bard and wizard, and are often mistaken for mages who wield mysterious song-based magic. As scholars without peer, NPC sublime chords are especially interested in recovering lost lore and exploring arcane mysteries, and they often join adventuring parties with similar interests.

Adaptation: The Starry Lyceum can serve as the focal point for the inclusion of this prestige class. However, this organization is more than a group; it is really a way of life. Its members are scholars, bards, and mages in search of fundamental truth and dedicated to the preservation of knowledge. In your campaign, you can easily substitute any similar college for the Starry Lyceum. For example, in the Forgotten Realms® setting, the scribes of Candlekeep or the Vault of Sages in Silverymoon would serve quite well in place of the Lyceum for any sublime chord characters.

Hit Die: d6.

Requirements

To qualify to become a sublime chord, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 13 ranks, Listen 13 ranks, Perform (any) 10 ranks, Profession (astrologer) 6 ranks, Spellcraft 6 ranks.

Spells: Able to cast 3rd-level arcane spells.

Special: Bardic music ability.

Class Skills

The sublime chord's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Search (Int), Speak Language (n/a), Spellcraft (Int), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the sublime chord prestige class.

Weapon and Armor Proficiency: Sublime chords gain no proficiency with any weapon or armor.

As with bard spells, the somatic components for a sublime chord's spells do not incur an arcane spell failure chance as normal for arcane spells if the sublime chord is wearing light armor.

Table 2–17: Sublime Chord Spells Known

	Spells Known					
Level	4th	5th	6th	7th	8th	9th
1st	3	1	—	—	—	—
2nd	4	2	—	—	—	—
3rd	4	2	1	—	—	—
4th	4	3	2	—	—	—
5th	4	3	2	1	—	—
6th	4	4	3	2	—	—
7th	4	4	3	2	1	—
8th	4	4	4	3	2	—
9th	4	4	4	3	2	1
10th	4	4	4	4	3	2

Spells per Day: A sublime chord has the ability to cast a small number of arcane spells, all of 4th level or higher. To cast a sublime chord spell, a character must have a Charisma score of at least 10 + the spell's level, so if he has a Charisma of 13 or lower, he cannot cast any sublime chord spells. Bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + the sublime chord's Cha modifier. A sublime chord can choose spells from the sorcerer/wizard spell list or the bard spell list; if a spell appears on both lists at different levels, he uses the bard version of the spell. A sublime chord's caster level for both his sublime chord spells and the spells he gains from other arcane spellcasting classes is determined by adding his sublime chord level to his level in another arcane spellcasting class. If he had more than one arcane spellcasting class before becoming a sublime chord, he must choose to which class to add his sublime chord levels for the purpose of determining his sublime chord spellcaster level. A sublime chord prepares and casts spells just as a sorcerer does, including the ability to replace a known sublime chord spell with a new spell at every even-numbered class level beginning at 4th.

Bardic Knowledge: A sublime chord continues to collect the odd bits of lore and knowledge that bards acquire. He can add his sublime chord class level to his bardic knowledge checks, so his bardic knowledge checks have a bonus equal to his bard level + his sublime chord level + his Int modifier.

Bardic Music: A sublime chord expands his repertoire of bardic music to encompass new songs or poetics of strange and wondrous power. These effects function just as the bardic music effects described in the *Player's Handbook*. Each use of a sublime chord song expends one daily use of the character's bardic music ability.

A sublime chord adds one-half his class level (rounded down) to his bard level to determine his number of daily uses of bardic music.

Song of Arcane Power (Su): A sublime chord of 2nd level or higher with 12 or more ranks in a Perform skill learns how to use his bardic music to assist his spellcasting. As a move action, he can prepare to cast a spell by giving voice to the song of power. The next spell he casts gains a bonus to its caster level based on the result of the sublime chord's Perform check:

Perform Check Result	Caster Level Increase
9 or lower	+0
10 to 19	+1
20 to 29	+2
30 or higher	+4

The spell to be enhanced by the song of arcane power must be cast by the end of the sublime chord's next turn, or else the song fades with no effect (other than consuming a bardic music use).

Song of Timelessness (Su): A sublime chord of 6th level or higher with 16 or more ranks in a Perform skill knows the song of timelessness. As a standard action, he can envelop a single creature within 60 feet in a field of timelessness, provided he has line of effect to the target (see page 176 of the *Player's Handbook*). The subject is entitled to a Will save

Table 2–18: The Sublime Chord

	Base Attack	Fort	Ref	Will		Spells per Day					
Level	Bonus	Save	Save	Save	Special	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Bardic lore, bardic music	2	1	—	—	—	—
2nd	+1	+0	+0	+3	Song of arcane power	2	2	—	—	—	—
3rd	+1	+1	+1	+3	—	3	2	1	—	—	—
4th	+2	+1	+1	+4	—	3	3	2	—	—	—
5th	+2	+1	+1	+4	—	3	3	2	1	—	—
6th	+3	+2	+2	+5	Song of timelessness	4	3	3	2	—	—
7th	+3	+2	+2	+5	—	4	4	3	2	1	—
8th	+4	+2	+2	+6	—	4	4	3	3	2	—
9th	+4	+3	+3	+6	—	4	4	4	3	2	1
10th	+5	+3	+3	+7	Song of cosmic fire	5	4	4	3	3	2

(DC 10 + sublime chord level + Cha modifier) to negate the effect.

If the subject fails its save, it is frozen in a shimmering aura of timelessness and can take no actions. However, no force can affect it—weapons cannot reach it, spells that target it automatically fail, and if the ground it is standing on is somehow taken away, it would not even begin to fall. A sublime chord can keep his target frozen in time for as long as he maintains the power by continuing to perform, up to a maximum of 1 minute per level. When he stops performing, the subject immediately returns to normal. As far as the creature is concerned, no time seems to have passed.

Song of Cosmic Fire (Su): A 10th-level sublime chord with 20 or more ranks in a Perform skill learns the song of cosmic fire. Using this ability costs a sublime chord two of his daily uses of bardic music. The song of cosmic fire creates a 20-foot-radius spread of fire anywhere within 100 feet of the sublime chord (provided he has line of effect to the fire's point of origin). Creatures in the area take damage equal to the sublime chord's Perform check result. All affected creatures are entitled to a Reflex save (DC 10 + sublime chord level + Cha modifier) for half damage.

Illus. by G. Kubic

Faerjan Laughingsong Skoras, a sublime chord

SAMPLE SUBLIME CHORD

Faerjan Laughingsong Skoras: Female gnome bard 10/sublime chord 2; CR 12; Small humanoid; HD 12d6+12; hp 55; Init +2; Spd 30 ft.; AC 20, touch 14, flat-footed 18; Base Atk +8; Grp +2; Atk +12 melee (1d4–1/19–20, *+1 short sword*); Full Atk +12/+7 melee (1d4–1/19–20, *+1 short sword*); SA spell-like abilities; SQ bardic knowledge 13, bardic music 11/day (countersong, *fascinate*, inspire competence, inspire courage +2, inspire greatness, song of arcane power, *suggestion*), gnome traits, low-light vision; AL N; SV Fort +6*, Ref +9*, Will +11*; Str 6, Dex 14, Con 12, Int 13, Wis 12, Cha 20.

Skills and Feats: Concentration +16, Decipher Script +6, Diplomacy +13, Jump +3, Knowledge (arcana) +14, Listen +18, Perform (sing) +22, Profession (astrologer) +7, Sense Motive +8, Spellcraft +9 (+11 to decipher spells on scrolls), Use Magic Device +18 (+22 when using scrolls); Dodge, Great Fortitude, Scribe Scroll, Spell Focus (enchantment), Weapon Finesse.

Languages: Common, Gnome, Sylvan.

Spell-Like Abilities: 1/day—*dancing lights, ghost sound* (DC 15), *prestidigitation, speak with animals* (burrowing mammal only, duration 1 minute).

Countersong (Su): Use music or poetics to counter magical effects that depend on sound.

Fascinate (Sp): Use music or poetics to cause one or more creatures to become fascinated with Faerjan.

Gnome Traits: Gnomes have a +1 racial bonus on attack rolls against kobolds and goblinoids. Gnomes have a +4 racial bonus to Armor Class against giants.

*Gnomes have a +2 racial bonus on saving throws against illusions.

Inspire Competence (Su): Use music or poetics to help an ally succeed at a task.

Inspire Courage (Su): Use music or poetics to bolster Faerjan's allies against fear and improve their combat abilities.

Inspire Greatness (Su): Use music or poetics to inspire greatness in Faerjan or an ally, granting the target extra fighting capability.

Song of Arcane Power (Su): Use music or poetics to assist her spellcasting. As a move action, Faerjan can activate this song, and the next spell she casts gains a bonus to its caster level, based on the result of her Perform check (see the sublime chord class description for details). The spell to

be enhanced must be cast by the end of Faerjan's next turn, or the song of arcane power fades with no effect (other than consuming a use of bardic music for the day).

Suggestion (Sp): Use music or poetics to make a *suggestion* (as the spell) to a creature that Faerjan has already fascinated.

Bard Spells Known (3/5/4/3/1 per day; caster level 12th): 0—*dancing lights, detect magic, ghost sound* (DC 15), *lullaby* (DC 16), *mage hand, read magic*; 1st—*cure light wounds, expeditious retreat, Tasha's hideous laughter* (DC 17), *undetectable alignment*; 2nd—*blur, glitterdust* (DC 17), *hold person* (DC 18), *invisibility*; 3rd—*charm monster* (DC 19), *haste, sculpt sound, summon monster III*; 4th—*dimension door, neutralize poison.*

Sublime Chord Spells Known (3/3 per day; caster level 12th): 4th—*bestow curse* (DC 19), *cure critical wounds, greater invisibility, solid fog*; 5th—*hold monster* (DC 21), *mind fog* (DC 21).

Possessions: +2 mithral shirt, +1 short sword, cloak of Charisma +2, boots of striding and springing, ring of protection +1, divine scroll of *heal,* scroll of *neutralize poison,* scroll of *teleport, wand of cure moderate wounds* (25 charges), *wand of magic missile* (3rd level; 20 charges), 23 pp.

SUEL ARCANAMACH

The ancient Suel Empire was known for the great and terrible power wielded by its mighty archmages. Suloise sorcerers delved deep into arcane lore that other folk avoided, unearthing many dark and dangerous secrets in the process. The Suel Empire was ruled by noble families headed by mages of unsurpassed power, and the countless rivalries and vendettas between these families led to the rise of an elite school of combat training: the way of the arcanamach. Conditioned for loyalty, determination, and absolute obedience, arcanamachs were skillful warriors who studied arcane magic for the express purpose of learning how to slay powerful wizards.

In the days of the Suel Empire, the arcanamachs were guards for their archmage masters, serving the greatest Suel wizards with sword and spell. They were also assassins and spies trained to slay powerful wizards of rival families, as well as defend the wizards of their own families. In hundreds of secret duels of spell and steel, arcanamachs practiced their arts against others of their kind, learning their skills from hidden arcanamach academies.

While the Suel Empire is long dead, the tradition of the arcanamach still survives in a rare set of magical tomes: the *Grimoire Arcanamacha*. No academies for these warrior-wizards remain, but a skilled swordsman who studies from the *Grimoire Arcanamacha*—or who learns from a master who has studied the *Grimoire*—can unlock many secrets of stealth, alertness, mental fortitude, and combative spellcasting.

Cahlo Sheebrehl, a Suel arcanamach

While the arcanamachs formerly existed as elite guards and agents for powerful wizards, those who follow the tradition in the modern day retain no special allegiance to other arcanists. Suel arcanamach NPCs are spies and assassins, secretive individuals who excel at using stealth, spells, and swordplay to achieve their goals. Some are dedicated mage-slayers who make a career out of destroying other spellcasters.

Adaptation: The notion of an elite order of warrior-mages is not restricted to the Greyhawk setting. You can easily adapt the arcanamach to your own campaign, even if you do not play in Greyhawk. In the Forgotten Realms setting, the arcanamach can be a student of the elite warrior traditions of the Empire of Netheril, the Imaskari Empire, or even the realms of Jhaamdath or Mulhorand. Simply change the language requirement to an appropriate dead language for the empire in question (Loross, Roushoum, Thorass, or Mulhorandi), and the class should work well with no further modification.

Hit Die: d8.

Requirements

To qualify to become a Suel arcanamach, a character must fulfill all the following criteria.

Base Attack Bonus: +6.

Skills: Concentration 4 ranks, Jump 4 ranks, Spellcraft 5 ranks, Tumble 4 ranks.

Feats: Combat Casting, Iron Will.

Language: Ancient Suloise.

Special: Must be proficient with at least four martial or exotic weapons.

Special: Must read the *Grimoire Arcanamacha,* or study with a willing instructor who has done so. Reading the *Grimoire* requires one full week of uninterrupted study, and the ability

Illus. by W. O'Connor

to read Ancient Suloise. Learning from a willing instructor requires four weeks of training.

Class Skills

The Suel arcanamach's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (the planes) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the Suel arcanamach prestige class.

Weapon and Armor Proficiency: Suel arcanamachs gain no proficiency with any weapon or armor. Armor of any type interferes with an arcanamach's movements, which can cause spells with somatic components to fail (but see Ignore Spell Failure Chance, below).

Table 2–19: Suel Arcanamach Spells Known

	Spells Known				
Level	**1st**	**2nd**	**3rd**	**4th**	**5th**
1st	1	—	—	—	—
2nd	2	1*	—	—	—
3rd	2	2	—	—	—
4th	2	2	1*	—	—
5th	3	2	2	—	—
6th	3	3	2	1*	—
7th	3	3	2	2	—
8th	4	3	3	2	1*
9th	4	4	3	2	2
10th	4	4	3	3	2

*Provided the arcanamach has a high enough Charisma score to have a bonus spell of this level.

Spells per Day: A Suel arcanamach has the ability to cast a small number of arcane spells. To cast a Suel arcanamach spell, he must have a Charisma score of at least 10 + the spell's level, so if he has a Charisma of 10 or lower, he cannot cast these spells. Bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + his Cha modifier. When he gets 0 spells per day of a given level (for instance, 1st-level spells for 1st level), he gains only the bonus spells he would be entitled to based on his Charisma score for that spell level. He has access to any spell of the abjuration, divination, illusion, and transmutation schools on the sorcerer/wizard spell list. He casts spells just as a sorcerer does, including the ability to replace a known Suel arcanamach spell with a new spell at every even-numbered class level beginning at 4th.

Ignore Spell Failure Chance (Ex): A Suel arcanamach's practice at merging spellcasting and swordplay results in a reduction in the arcane spell failure chance associated with using armor or shields. This reduction starts at 5% at 1st level and increases by 5% every three levels thereafter. The arcanamach subtracts the given percentage value from his total spell failure chance, if any. For example, a 1st-level arcanamach wearing a mithral shirt has a spell failure chance of 5%, not 10%. This ability only functions when the character casts a Suel arcanamach spell.

Tenacious Spells (Ex): An arcanamach's Suel arcanamach spells are particularly difficult to dispel; add 6 to the DC required to dispel the character's arcanamach spells.

Dispelling Strike (Su): Once per day, a Suel arcanamach of 2nd level or higher can attempt a dispelling strike with one normal melee attack. If he hits, he deals normal damage, and the victim is subject to a targeted *greater dispel magic*. The arcanamach's dispel check is 1d20 + class level + 6. If a Suel arcanamach makes a dispelling strike against a creature with no spells or effects to dispel, the dispelling strike has no effect, but the ability is used up for that day.

At 6th level, an arcanamach can use this power two times per day, and at 10th level he can use it three times per day.

Extended Spellstrength (Ex): Beginning at 3rd level, a Suel arcanamach knows how to extend the duration of spells that he casts on himself. The duration of any of his Suel arcanamach spells with which he targets himself is doubled, as if affected by the Extend Spell feat (but without any adjustment to the spell's effective level or casting time).

Table 2–20: The Suel Arcanamach

						Spells per Day				
Level	**Base Attack Bonus**	**Fort Save**	**Ref Save**	**Will Save**	**Special**	**1st**	**2nd**	**3rd**	**4th**	**5th**
1st	+0	+0	+2	+2	Ignore spell failure chance 5%, tenacious spells	1	—	—	—	—
2nd	+1	+0	+3	+3	Dispelling strike 1/day	1	0	—	—	—
3rd	+2	+1	+3	+3	Extended spellstrength	2	1	—	—	—
4th	+3	+1	+4	+4	Ignore spell failure chance 10%	2	2	0	—	—
5th	+3	+1	+4	+4	—	3	2	1	—	—
6th	+4	+2	+5	+5	Dispelling strike 2/day	3	3	2	0	—
7th	+5	+2	+5	+5	Ignore spell failure chance 15%	3	3	2	1	—
8th	+6	+2	+6	+6	—	4	3	3	2	0
9th	+6	+3	+6	+6	—	4	4	3	2	1
10th	+7	+3	+7	+7	Dispelling strike 3/day, ignore spell failure chance 20%	4	4	3	3	2

For instance, a *bull's strength* spell cast by a 3rd-level Suel arcanamach on himself has a duration of 6 minutes rather than 3 minutes.

Spells that target multiple targets are affected by this power, but only the arcanamach gains the extended duration. For example, a 5th-level arcanamach who casts *haste* would be hasted for 10 rounds, while his allies would gain the effect only for the normal 5-round duration.

Spells that do not have a Target entry are unaffected by this power even if the arcanamach is the only one affected.

SAMPLE SUEL ARCANAMACH

Cahlo Sheebrehl: Male human fighter 7/Suel arcanamach 4; CR 11; Medium humanoid; HD 7d10 plus 4d8; hp 61; Init +3; Spd 30 ft.; AC 19, touch 14, flat-footed 16; Base Atk +10; Grp +12; Atk +14 melee (1d8+6/19–20, *+1 two-bladed sword*); Full Atk +12/+7 melee (1d8+5/19–20, *+1 two-bladed sword*) and +12 melee (1d8+4/19–20, *+1 two-bladed sword*); SA dispelling strike 1/day; SQ extended spellstrength, ignore spell failure chance 5%, tenacious magic; AL N; SV Fort +6, Ref +9, Will +7; Str 14, Dex 16, Con 10, Int 12, Wis 8, Cha 16.

Skills and Feats: Balance +5, Climb +10, Concentration +12 (+16 casting defensively), Jump +10, Spellcraft +5, Spot +7, Tumble +18; Combat Casting, Dodge[B], Exotic Weapon Proficiency (two-bladed sword), Iron Will, Mobility, Spring Attack[B], Two-Weapon Fighting, Weapon Focus (two-bladed sword)[B], Weapon Specialization (two-bladed sword)[B].

Languages: Common, Ancient Suloise.

Dispelling Strike (Su): Once per day, Cahlo can attempt a dispelling strike with one normal melee attack. If he hits, he deals normal damage, and the victim is subject to a targeted *greater dispel magic*. Cahlo's dispel check is 1d20 + 10.

Extended Spellstrength (Ex): The duration of any of Cahlo's spells that he targets himself with is doubled, as if affected by the Extend Spell feat (but without any adjustment to the spell's effective level or casting time). Spells that target multiple targets are affected by this ability, but only Cahlo gains the extended duration. Spells that do not have a Target entry are unaffected by this ability even if Cahlo is the only one affected.

Tenacious Magic (Ex): Add 6 to the DC required to dispel Cahlo's arcanamach spells.

Suel Arcanamach Spells Known (3/3/1 per day; caster level 4th; 5% arcane spell failure): 1st—*expeditious retreat, shield;* 2nd—*bear's endurance, bull's strength;* 3rd—*haste.*

Possessions: +2 mithral shirt, ring of protection +1, +1/+1 two-bladed sword, cloak of Charisma +2, potion of cure serious wounds, 23 gp.

WAYFARER GUIDE

The wayfarer guide focuses on honing his skill at instantaneous magical transportation. Unlike spellcasters of other prestigious associations, a wayfarer guide need not devote years of his life to the art of teleportation nor focus his attention overmuch on the pursuit of perfection. Still, he learns secrets of the trade that are available only through employment with the Wayfarers Union. The Union is, at its heart, a transportation service that specialty spellcasters provide for those willing to pay.

Most wayfarer guides are wizards or sorcerers, though a few clerics with access to the Travel domain have been known to pursue this class. Such characters typically have a level or two in bard, ranger, or wizard to meet the Knowledge requirements more quickly,

Wayfarers Union offices are generally found in large cities, staffed by wayfarer guides who offer a variety of standard services. Particularly qualified NPC wayfarer guides, called "danger wayfarers," are sometimes available to teleport bold clients into dangerous locales, though the price is commensurately higher.

Adaptation: This prestige class is quick and to the point. However, even wayfarers have their disputes. Perhaps in your campaign no single Wayfarers Union exists. Instead, many splintered groups each claim particular areas of geography as theirs, and they bitterly contest the "illegal" transportation of goods or travelers in their territory by other groups. Those who can smuggle goods or travelers into areas held by opposing wayfarers or state-sanctioned wayfarers would become probable in such a campaign.

Hit Die: d6.

Requirements

To qualify to become a wayfarer guide, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 10 ranks, Knowledge (geography) 10 ranks.

Spell: Able to cast *teleport.*

Special: A prospective wayfarer guide must join the Wayfarers Union (although he can later quit without losing previously acquired levels).

Class Skills

The wayfarer guide's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Speak Language (n/a), and Spellcraft (Int).

Table 2–21: The Wayfarer Guide

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Enhanced capacity, improved range	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Extra teleportation	—
3rd	+1	+1	+1	+3	Enhanced accuracy	+1 level of existing spellcasting class

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the wayfarer guide prestige class.

Weapon and Armor Proficiency: Wayfarer guides gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At 1st and 3rd level, a wayfarer guide gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, a bonus feat, and so on). If he had more than one spellcasting class before becoming a wayfarer guide, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Enhanced Capacity (Ex): A wayfarer guide can transport material more efficiently. When casting any spell with the teleportation descriptor that allows other willing creatures to be brought along, a wayfarer guide can bring along one additional Medium touched willing creature (carrying gear or objects up to its maximum load) per class level, subject to the same restrictions given in the *teleport* spell description.

For example, a 9th-level wizard/2nd-level wayfarer guide can bring up to five other Medium or smaller creatures with his (instead of the nor mal limit of three creatures for an 11th-level caster).

Improved Range (Ex): A wayfarer guide can travel greater distances when teleporting. When the character casts any spell with the teleportation descriptor, the maximum distance covered by the spell increases by 50%.

For example, a 9th-level wizard/1st-level wayfarer guide can teleport up to 1,500 miles with a single *teleport* spell (instead of the normal limit of 1,000 miles for a 10th-level caster).

Extra Teleportation: Beginning at 2nd level, a wayfarer guide gains an extra 5th-level spell slot, which can be used only for a *teleport* spell.

Enhanced Accuracy (Ex): At 3rd level and higher, a wayfarer guide becomes more skilled at arriving on target. When casting any spell with the teleportation descriptor that includes a random chance for determining the actual destination (such as *teleport*), a wayfarer guide can roll twice and choose the result he wants.

SAMPLE WAYFARER GUIDE

Erbera Anvilheart: Female dwarf conjurer 9/wayfarer guide 3; CR 12; Medium humanoid; HD 9d4+27 plus 3d6+9; hp 70; Init +5; Spd 20 ft.; AC 19†, touch 13, flat-footed 18†; Base Atk +5; Grp +5; Atk or Full Atk +6 melee (1d4/19–20, masterwork dagger); SA —; SQ darkvision 60 ft., dwarf traits, enhanced accuracy, enhanced capacity, extra teleportation, familiar (weasel), familiar benefits (Alertness, empathic link, share spells), improved range; AL LN; SV Fort +9* (+11 against poison), Ref +7*, Will +10*; Str 10, Dex 13, Con 16, Int 18, Wis 8, Cha 10.

† Includes +4 armor bonus from *mage armor.*

Illus. by F. Vohwinkel

Erbera Anvilheart, a wayfarer guide

Skills and Feats: Concentration +18, Decipher Script +8, Knowledge (arcana) +19, Knowledge (geography) +19, Spellcraft +15, Survival +5 (+7 to avoid getting lost or to avoid hazards); Alertness (from familiar), Diehard, Endurance, Improved Initiative, Scribe Scroll[B], Silent Spell[B], Spell Mastery (*fireball, Leomund's secure shelter, Mordenkainen's faithful hound,* and *teleport*), Track.

Languages: Common, Dwarven, Gnome, Goblin, Terran, Undercommon.

Dwarf Traits: Dwarves have stonecunning, which grants them a +2 racial bonus on Search checks to notice unusual stonework. A dwarf who merely comes within 10 feet of it can make a Search check as if actively searching.

When standing on the ground, dwarves are exceptionally stable and have a +4 bonus on ability checks made to resist being bull rushed or tripped. They have a +1 racial bonus on attacks against orcs and goblinoids. Dwarves have a +4 racial bonus to Armor Class against giants.

*Dwarves have a +2 racial bonus on saving throws against spells and spell-like effects.

Enhanced Accuracy (Ex): When casting any spell with the teleportation descriptor that includes a random chance for determining the actual destination (such as *teleport*), Erbera can roll twice and choose the result she wants.

Enhanced Capacity (Ex): When casting any spell with the teleportation descriptor that allows other willing creatures to be brought along, Erbera can bring along three additional Medium touched willing creatures (each carrying gear or objects up to its maximum load).

Familiar: Erbera's familiar is a weasel named Deriko. The familiar uses the better of its own and Erbera's base save bonuses. The creature's abilities and characteristics are summarized below.

Deriko: Weasel familiar; CR —; Tiny magical beast; HD 12; hp 35; Init +2; Spd 20 ft., climb 20 ft.; AC 23*, touch 14, flat-footed 21*; Base Atk +5; Grp –7; Atk or Full Atk +9 melee (1d3–4, bite); Space/Reach 2-1/2 ft./0 ft.; SA attach; SQ deliver touch spells, improved evasion, low-light vision, scent, speak with mustelids, speak with masters; AL N; SV Fort +3, Ref +5, Will +10; Str 3, Dex 15, Con 10, Int 10, Wis 12, Cha 5.

*Includes +4 armor bonus from *mage armor.*

Skills and Feats: Balance +10, Climb +10, Hide +11, Move Silently +8, Spot +3; Weapon Finesse.

Attach (Ex): If Deriko hits with a bite attack, it can use its powerful jaws to latch onto the opponent's body and automatically deal bite damage each round it remains attached. When attached, Deriko loses its Dexterity bonus to Armor Class and has an AC of 21. To remove Deriko through grappling, the opponent must achieve a pin against the creature.

Deliver Touch Spells (Su): Deriko can deliver touch spells for Erbera (see Familiars, page 52 of the *Player's Handbook*).

Improved Evasion (Ex): If Deriko is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw and half damage if the saving throw fails.

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Speak with Mustelids (Ex): Deriko can communicate with animals of approximately the same kind as itself (including dire varieties).

Speak with Master (Ex): Deriko can communicate verbally with Erbera. Other creatures do not understand the communication without magical help.

Familiar Benefits: Erbera gains special benefits from having a familiar. This creature grants Erbera a +3 bonus on Appraise checks (included in the above statistics).

Alertness (Ex): Deriko grants its master Alertness as long as it is within 5 feet.

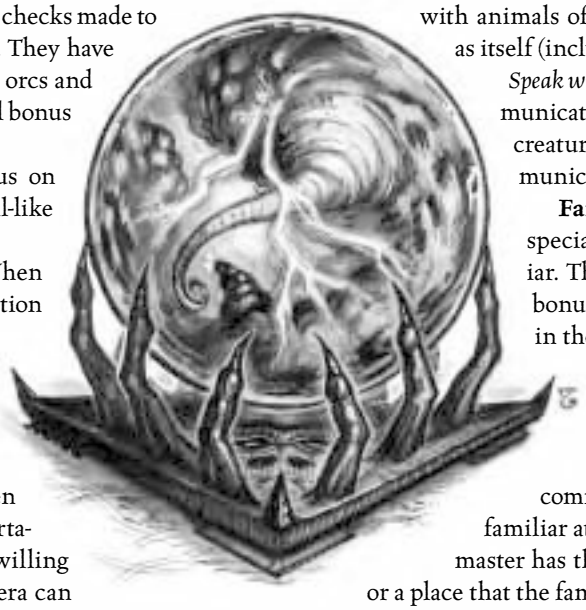
Empathic Link (Su): Erbera can communicate telepathically with her familiar at a distance of up to 1 mile. The master has the same connection to an item or a place that the familiar does.

Share Spells (Su): Erbera may have any spell she casts on herself also affect her familiar if the latter is within 5 feet at the time. She may also cast a spell with a target of "You" on her familiar.

Improved Range (Ex): When Erbera casts any spell with the teleportation descriptor, the maximum distance covered by the spell increases by 50%.

Wizard Spells Prepared (caster level 11th; prohibited schools enchantment and necromancy): 0—*acid splash* (+6 ranged touch), *dancing lights, detect magic, mage hand, mending;* 1st—*alarm, disguise self, endure elements, mage armor* (already cast), *magic missile, reduce person* (DC 15); 2nd—*bear's endurance* (2), *obscure object* (DC 16), *web* (2) (DC 16), *whispering wind;* 3rd—*dispel magic, fireball* (2) (DC 17), *shrink item* (DC 17), *summon monster III, tongues;* 4th—*dimension door, hallucinatory terrain* (DC 18), *ice storm* (2), *Leomund's secure shelter;* 5th—*Mordenkainen's faithful hound, Mordenkainen's private sanctum, teleport* (2); 6th—*acid fog, greater dispel magic.*

Spellbook: as above plus 0—all others except *daze, disrupt undead, touch of fatigue;* 1st—*mount;* 2nd—*rope trick;* 3rd—*clai-*



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raudience/clairvoyance, illusory script; 4th—*scrying*; 5th—*cone of cold*; 6th—*disintegrate*.

Possessions: *Amulet of natural armor* +2, *ring of protection* +2, masterwork dagger, *cloak of resistance* +2, *Heward's handy haversack*, *dust of tracelessness* (2 pinches), scroll of *teleport*, scroll of *scrying*, *wand of levitate* (12 charges), spell component pouch, *scrying* focus mirror (reduced size with *shrink item*), spellbooks, 39 gp.

WILD MAGE

Magic is one of the most capricious and unpredictable of all natural or supernatural forces in the universe. Attempts to codify spellcasting through arcane formulas, or to impose order on magic through the force of will, are essentially pointless—or so wild mages believe. Instead, those who would truly master magic must forget what they know and abandon their willful control of the arcane. Within this paradox lies the awesome power of wild magic.

The wild mage aspires to cast spells without structure. By taking the risk of substituting an element of randomness, he gives up the safe predictability of other arcane spellcasters. This risk allows for the potential of power greater than other casters can hope for. Of course, he also risks the potential for less power, but what is magic if not risky? Chaos is strong, and his magic often carries his to heights of power that other casters cannot reach—but chaos is also fickle, and his spells sometimes fall short of his expectations. In addition, from time to time his spells unfold in spectacular wild surges that might prove catastrophic to the wild mage and his companions. The wild mage accepts this as the price of his convictions.

Sorcerers are naturally intrigued by the study of wild magic. The act of unchaining their spells from the safeguards and controls built into these time-honored formulas appeals to many of them. One might suppose that few wizards would be drawn to the spontaneity and unpredictability of wild magic, but in fact many wizards do become wild mages, seeking to explore and harness the power of chaos.

Wild mages tend to be solitary innovators. They have little contact with their fellow spellcasters, since wild mages can't really learn from them. Rumors persist of a secretive Prismatic Cabal of wild mages who cloister themselves within the depths of Limbo to experience the power of chaos firsthand.

Capricious and powerful, NPC wild mages act much like chaotic sorcerers and wizards. Some are heroes who join parties crusading against tyranny and evil, while others are villains who revel in the chaos of destruction and disaster. A few wild mages (generally not good-aligned ones) believe that the power of their magic increases as the amount of chaos and uncertainty in the world around them rises, and therefore they bend their efforts toward instigating catastrophes of all kinds.

Adaptation: A twist on this class might include the concept that wild mages do not so much exploit instabilities in the magic as create those instabilities themselves with their skewed technique. The proliferation of such casting could possibly lead to geographic or ecological

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Revena Callordin, a wild mage

Table 2–22: The Wild Mage

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+2	+0	Wild magic	+1 level of existing arcane spellcasting class
2nd	+1	+0	+3	+0	Random deflector 1/day	+1 level of existing arcane spellcasting class
3rd	+1	+1	+3	+1	Student of chaos	+1 level of existing arcane spellcasting class
4th	+2	+1	+4	+1	—	+1 level of existing arcane spellcasting class
5th	+2	+1	+4	+1	Random deflector 2/day	+1 level of existing arcane spellcasting class
6th	+3	+2	+5	+2	Chaotic mind	+1 level of existing arcane spellcasting class
7th	+3	+2	+5	+2	—	+1 level of existing arcane spellcasting class
8th	+4	+2	+6	+2	Random deflector 3/day	+1 level of existing arcane spellcasting class
9th	+4	+3	+6	+3	Reckless dweomer	+1 level of existing arcane spellcasting class
10th	+5	+3	+7	+3	*Wildstrike*	+1 level of existing arcane spellcasting class

consequences that are strange at the least, or, at worst, stepping stones to disaster.

Hit Die: d4.

Requirements

To qualify to become a wild mage, a character must fulfill all the following criteria.

Alignment: Any chaotic.

Skills: Knowledge (the planes) 4 ranks, Spellcraft 8 ranks, Use Magic Device 4 ranks.

Feats: Magical Aptitude, any metamagic feat.

Spells or Spell-Like Abilities: Arcane caster level 1st.

Class Skills

The wild mage's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the wild mage prestige class.

Weapon and Armor Proficiency: Wild mages gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level, a wild mage gains new spells per day (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (such as the bonus feat sometimes gained by a wizard). If he had more than one arcane spellcasting class before becoming a wild mage, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Wild Magic: A wild mage casts spells differently from any other arcane spellcaster. He reduces his caster level by 3 for all spells he casts from now on. However, every time he casts a spell, his use of wild magic adds 1d6 to his adjusted caster level. For example, an 8th-level sorcerer/1st-level wild mage has a base caster level of 6th, not 9th, but his actual caster level varies from 7th to 12th for every spell he casts. Caster level affects all level-based variables of a spell, including spell penetration checks.

Random Deflector (Su): At 2nd level and higher, a wild mage has the ability to protect himself from certain attacks with this ability. Using this ability is an immediate action (see page 86), which means that a wild mage activates it when it is not his turn. When activated, the random deflector lasts until the beginning of the wild mage's next turn.

The random deflector redirects ranged attacks, ranged touch attacks, and individually targeted spells (spells designating the wild mage as the sole target, but not area spells striking an area in which he happens to be the sole target) so that they instead attack or affect a random target within 20 feet of the wild mage. A wild mage includes himself and his allies among the possible new targets. Any creature targeted by a deflected attack is attacked or affected normally, so an attack roll is made normally against the new target's AC, the new target receives a saving throw if a spell or effect allows one, and so on. A wild mage can use this ability once per day at 2nd level, two times per day at 5th level, and three times per day at 8th level.

Student of Chaos (Ex): Whenever a wild mage of 3rd level or higher uses a magic item that offers a randomly determined effect (such as a *bag of tricks* or *rod of wonder*), he can roll twice and choose between the two results. If a random roll is made only once to determine the nature or contents of a device (for example, a *robe of useful items* or an *iron flask*), a wild mage gains no special advantage.

Wild Mages in Faerûn

Wild mages are particularly adept at exploiting zones of wild magic, and they are much less likely to experience deleterious effects while casting spells within wild magic zones. Wild mages can roll twice on Table 2–1: Wild Magic Effects in Chapter 2 of the *Forgotten Realms Campaign Setting* and choose the preferred result. For example, a wild mage who rolls a result of 37 (nothing happens) and a result of 57 (spell functions normally) would choose the second result.

Chaotic Mind (Su): When a wild mage reaches 6th level, the power of chaos infuses his mind. He gains immunity to *confusion* and *insanity* spells and effects, and he is shielded by a continuous nondetection effect (as the spell).

Reckless Dweomer (Su): At 9th level and higher, a wild mage knows how to spontaneously convert his own spell energy into random, unpredictable results. As a standard action, he can eliminate a prepared spell or spell slot of at least 1st level to create an effect similar to that of activating a *rod of wonder*. The character's student of chaos ability (see above) applies when he uses his reckless dweomer ability. See page 237 of the *Dungeon Master's Guide* for details on the *rod of wonder*.

Wildstrike (Sp): At 10th level, a wild mage gains the ability to make a *wildstrike* once per day. A *wildstrike* affects a single creature within 60 feet, surrounding the creature in an aura of shimmering rainbow colors for 2d6 rounds. Spell resistance applies, but the target receives no saving throw. While a *wildstrike* is in effect, there is a 50% chance each time the affected creature casts a spell or uses a spell-like ability that its intended action fails. Instead, the creature rolls as if it had activated a *rod of wonder* (see page 237 of the *Dungeon Master's Guide*).

SAMPLE WILD MAGE

Revena Callordin: Female half-elf sorcerer 5/wild mage 6; CR 11; Medium humanoid (elf); HD 11d4+11; hp 40; Init +2; Spd 30 ft.; AC 14, touch 13, flat-footed 12; Base Atk +5; Grp +5; Atk or Full Atk +6 melee (1d4/19–20, masterwork dagger) or +8 ranged (1d8/19–20, masterwork light crossbow); SA random deflector 2/day, wild magic; SQ chaotic mind, half-elf traits, low-light vision, student of chaos; AL CN; SV Fort +4, Ref +8, Will +4; Str 10, Dex 14, Con 12, Int 13, Wis 8, Cha 17.

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Skills and Feats: Concentration +10 (+14 casting defensively), Diplomacy +5, Gather Information +5, Knowledge (the planes) +5, Listen +0, Search +2, Spellcraft +11 (+13 to decipher spells on scrolls), Spot +0, Use Magic Device +16 (+18 when using scrolls); Combat Casting, Empower Spell, Magical Aptitude, Sudden Maximize†.

† New feat described on page 83.

Languages: Common, Elven, Goblin.

Random Deflector (Su): Revena can take an immediate action to protect herself from ranged attacks, ranged touch attacks, and spells that target her. Such an attack randomly targets someone within 20 feet of Revena instead of targeting her (possible targets include Revena and her allies). Any creature targeted by such an attack is attacked or affected normally, so an attack roll is compared against the new target's AC, or the new target can make a save if the attack allows one. The random deflector lasts until the beginning of Revena's next turn.

Wild Magic: Revena's caster level is three lower than her level indicates. However, each time she casts a spell, she rolls 1d6 and adds the result to her modified caster level to determine her adjusted caster level for that spell.

Chaotic Mind (Su): Revena has immunity to *confusion* and *insanity* spells and effects, and she is shielded by a continuous nondetection effect.

Half-Elf Traits: Half-elves have immunity to magic sleep effects. For all effects related to race, a half-elf is considered an elf.

Student of Chaos (Ex): Whenever Revena uses a magic item offering a randomly determined effect (such as a *bag of tricks* or *rod of wonder*), she can roll twice and choose between the two results.

Sorcerer Spells Known (6/7/7/7/6/4 per day; caster level 8th): 0—*acid splash* (+7 ranged touch), *daze* (DC 13), *detect magic, disrupt undead* (+7 ranged touch), *ghost sound* (DC 13), *mage hand, open/close, prestidigitation, read magic;* 1st—*expeditious retreat, grease* (DC 14), *mage armor, magic missile, protection from law;* 2nd—*false life, glitterdust* (DC 15), *mirror image, resist energy, shatter* (DC 15); 3rd—*blink, dispel magic, fly, stinking cloud* (DC 16); 4th—*confusion* (DC 17), *dimension door, Evard's black tentacles;* 5th—*cone of cold* (DC 18), *telekinesis* (DC 18).

Possessions: Masterwork dagger, masterwork light crossbow with 20 bolts, *amulet of natural armor +1, ring of protection +1, rod of wonder,* scroll of *teleport, wand of cat's grace* (25 charges), 43 pp.

Illus. by M. Cavotta

More than the power of spells themselves, the methodology of spellcasting is the most important part of a caster's arsenal of arcane power. By employing feats to improve some element of spellcasting, a savvy caster can produce results far greater than the actual power of the spells being employed.

INVOCATIONS AND SPELL-LIKE ABILITIES

Many feats useful for spellcasters are equally useful for characters or creatures that employ invocations or spell-like abilities instead of spells. Spell-like abilities represent an innate magical talent that is part of a creature's essential nature, an expression of will or a mental action that resembles a spell in almost all ways.

Learning to wield a spell-like ability requires the same level of training or effort required to learn a physical task such as swimming, and is easy enough that any character or creature with a spell-like ability is assumed to have completely mastered the skill as soon as the spell-like ability is acquired. Using a spell-like ability requires concentration (possibly provoking attacks of opportunity), and, in the case of spell-like abilities that can be used only a certain number of times per day, requires the user to tap into a reservoir of magical power that must be replenished before it can used again.

Invocations are also spell-like abilities. The only difference between invocations and other spell-like abilities is that invocations require somatic gestures and are therefore subject to arcane spell failure (see the warlock class in Chapter 1).

Warlocks and other creatures with spell-like abilities might find the following feats useful.

Combat Casting: This feat works equally well with spells, invocations, or spell-like abilities.

Spell Penetration: Spell Penetration and Greater Spell Penetration have the same effect on invocations and spell-like abilities that they do on normal spells.

Weaponlike Spell Feats: A character who uses invocations or spell-like abilities might be able to take advantage of feats such as Weapon Focus or Precise Shot, as described under Feats and Weaponlike Spells, below. (The warlock's *eldritch blast* is weaponlike.)

Sudden Metamagic Feats: These metamagic feats don't require modified spell slots, and so they work as well with spell-like abilities or invocations as they do with spells (though because spell-like abilities don't have verbal or somatic components,

Sudden Silent Spell doesn't apply and Sudden Still Spell applies only to invocations).

Creatures with spell-like abilities at a high enough level will find sudden metamagic feats less useful than the dedicated feats Empower Spell-Like Ability and Quicken Spell-Like Ability (see page 303 of the *Monster Manual*), as well as the Maximize Spell-Like Ability feat introduced in this chapter.

Other Metamagic Feats: Except as noted above, metamagic feats can't generally be used to modify spell-like abilities or invocations.

CASTER LEVEL

In the context of a feat or a prestige class requirement, a caster level prerequisite (such as "caster level 5th") measures the character's ability to channel a minimum amount of magical power. For feats or prestige classes requiring a minimum caster level, creatures that use spell-like abilities or invocations instead of spells use either their fixed caster level or their class level to determine qualification. For example, Craft Wondrous Item has a requirement of caster level 3rd, so both a 3rd-level warlock and a nixie (caster level 4th for its *charm person* spell-like ability) meet the requirement.

SPELLCASTING LEVEL

Beyond the limits of magical power, a spellcasting level requirement measures the size and complexity of the spells that can be encompassed within a character's mind. As spells increase in level, they become exponentially more complicated, requiring a discipline of thought and an understanding of principles impossible for low-level characters to learn. Wizards master these advanced principles through careful study; sorcerers and other spontaneous arcane casters intuit what they need to know as their spellcasting experience grows.

Characters or creatures that use spell-like abilities or invocations never learn the arcane circumlocutions of logic and mental training necessary for advanced spellcasting. As such, requirements for feats and prestige classes based on specific levels of spells cast ("Able to cast 3rd-level arcane spells," for example) cannot be met by spell-like abilities or invocations—not even spell-like abilities or invocations that allow a character to use a specific arcane spell of the appropriate level or higher.

SPECIFIC SPELL REQUIREMENTS

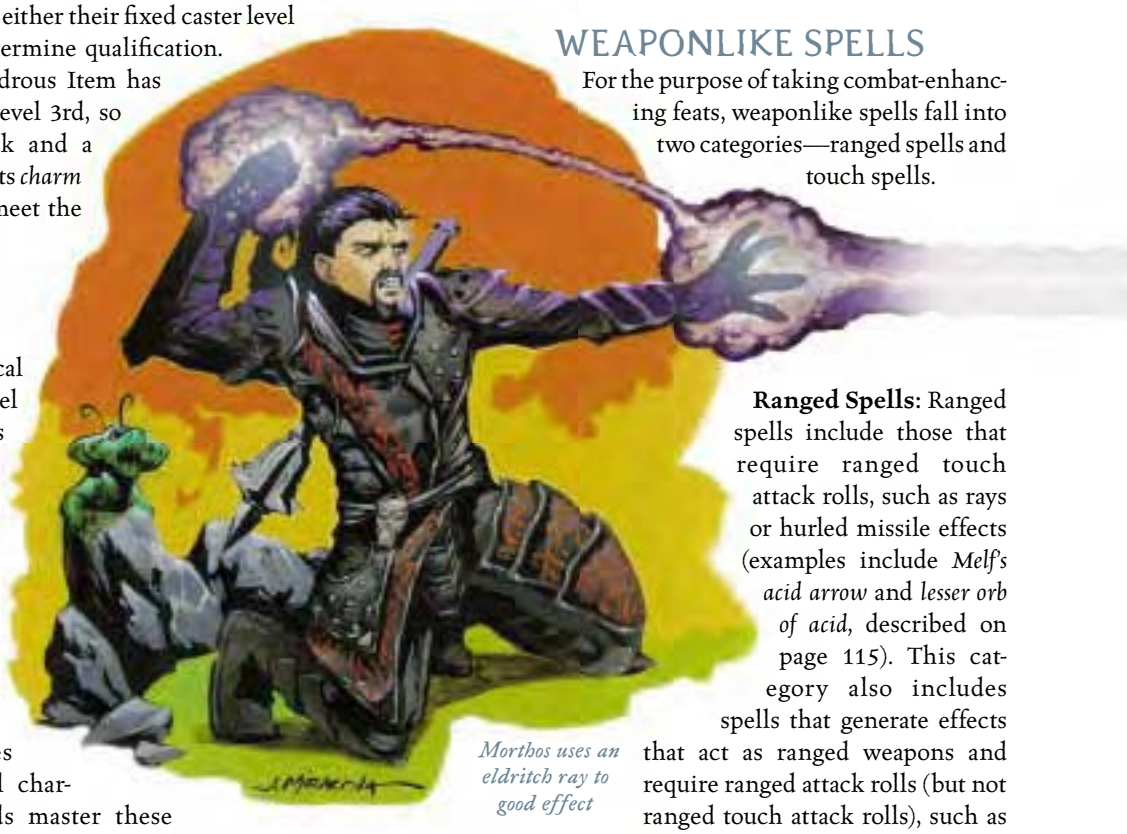
A requirement based on a specific spell measures whether the character or creature in question is capable of producing the necessary effect, and as such, invocations and spell-like abilities that generate the relevant effect meet the requirements for specific spell knowledge. For example, a prestige class with a spellcasting requirement of "Must know (or be able to cast) *darkness*" is met by a warlock who chooses *darkness* as one of his invocations, or by any creature with *darkness* as a spell-like ability.

FEATS AND WEAPONLIKE SPELLS

Any spell that requires an attack roll and deals damage functions as a weapon in certain respects. As such, several feats that improve weapon performance can be used to enhance weaponlike spells.

WEAPONLIKE SPELLS

For the purpose of taking combat-enhancing feats, weaponlike spells fall into two categories—ranged spells and touch spells.



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Morthos uses an eldritch ray to good effect

Ranged Spells: Ranged spells include those that require ranged touch attack rolls, such as rays or hurled missile effects (examples include *Melf's acid arrow* and *lesser orb of acid*, described on page 115). This category also includes spells that generate effects that act as ranged weapons and require ranged attack rolls (but not ranged touch attack rolls), such as *decapitating scarf* or *fire shuriken* (described on pages 102 and 107 respectively).

Touch Spells: Touch spells include any damage-dealing spells with a range of touch.

ELIGIBLE FEATS

The following feats can be chosen to enhance the performance of weaponlike spells in combat (for full details on each feat, see Chapter 5 of the *Player's Handbook*).

Improved Critical: Choose one category of weaponlike spells (ranged spells or touch spells). When you use a spell of the selected category, its threat range is doubled, so that a

spell that normally threatens a critical hit on a roll of 20 has a threat range of 19–20. You can gain this feat a second time, choosing a different category of weaponlike spells.

Improved Unarmed Strike: You can add the damage of your unarmed strike to the damage of a touch spell by delivering the spell as a regular melee attack instead of a melee touch attack. The defender gets the full benefit of armor and shield, but if the attack hits, the unarmed strike deals normal damage over and above any damage the spell does as it is discharged. If the unarmed strike misses, then the spell is not discharged.

If the unarmed strike scores a critical hit, damage from the spell is not multiplied.

Point Blank Shot: You get a +1 bonus on attack rolls and damage rolls with ranged spells that deal hit point damage at ranges of up to 30 feet. Spells that deal only ability damage, bestow penalties on ability scores, or deal energy drain gain a +1 bonus on their attack rolls but get no bonus on damage.

Precise Shot: You can fire a ranged spell at an opponent engaged in melee without taking the usual –4 penalty on your attack roll.

Stunning Fist: When you use your unarmed strike to deliver a touch spell with a successful melee attack (as described in Improved Unarmed Strike, above), you also stun any target that fails a Fortitude save (DC 10 + 1/2 your character level + your Wis modifier).

Weapon Finesse: You can treat touch spells as light weapons and use your Dexterity modifier (instead of your Strength modifier) on your touch attack rolls with such spells.

Weapon Focus: Choose one category of weaponlike spells (ranged spells or touch spells) and gain a +1 bonus on all attack rolls made with such spells. You can gain this feat a second time, choosing a different category of weaponlike spells.

FEAT DESCRIPTIONS

The feats described in the following section supplement the feats in the *Player's Handbook*. Table 3–1 summarizes the prerequisites and benefits of all these feats and indicates which ones a fighter can take as bonus feats.

DRACONIC FEATS

Draconic feats can be taken by sorcerers, granting them abilities akin to those of their draconic ancestors. Some increase a character's physical capabilities, granting him claw attacks or making him more resistant to attacks, while others allow him to channel his abilities into a potent breath weapon or grant him affinity with his draconic progenitor's breath weapon energy type.

ARCANE DEFENSE

Choose a school of magic, such as illusion. You can resist spells from that school better than normal.

Prerequisite: Spell Focus in the chosen school.

Benefit: You get a +3 bonus on your saving throws against spells from the chosen school.

Special: You can gain this feat multiple times, but its effects do not stack. Each time you take the feat, it applies to a new school of magic.

ARCANE MASTERY

You are quick and certain in your efforts to defeat the arcane defenses and spells of others.

Prerequisite: Ability to cast arcane spells or use spell-like abilities (including invocations).

Benefits: You can take 10 on caster level checks (as if the caster level check was a skill check). You can use this feat even while under stress

ARCANE PREPARATION

You can prepare an arcane spell ahead of time, just as a wizard does.

Prerequisite: Ability to cast arcane spells without preparation.

Benefit: Each day, you can use one or more of your spell slots to prepare spells you know, usually for the purpose of applying a metamagic feat to the spell—but without an

Table 3–1: Feats

General Feats	Prerequisites	Benefit
Arcane Defense[2]	Spell Focus in specific school	+3 bonus on saves against specific school of magic
Arcane Mastery	Ability to cast arcane spells, use invocations, or use spell-like abilities	Take 10 on caster level checks
Arcane Preparation	Ability to cast arcane spells without preparation	Prepare arcane spells ahead of time for faster metamagic casting
Battle Caster	Ability to ignore arcane spell failure chance from armor	Ignore arcane spell failure chance from heavier armor
Communicator	—	Use *arcane mark, message, comprehend languages* as spell-like abilities 1/day
Double Wand Wielder	Craft Wand, Two-Weapon Fighting	Activate second wand by expending 2 additional charges
Extra Edge	Warmage level 4th	+1 bonus to warmage edge ability, plus 1/4 warmage levels
Extra Invocation[3]	Ability to use lesser invocations	Learn an additional invocation of one grade less than current highest grade
Extra Slot[3]	Caster level 4th	Gain an extra spell slot up to one level lower than current highest level
Extra Spell[3]	Caster level 3rd	Learn an additional spell up to one level lower than current highest level
Extra Spell Secret[3]	Spell secret class ability, ability to cast 2nd level spells	Permanently Enlarge, Extend, Still, or Silence one spell
Guardian Spirit	Watchful spirit class ability	Reroll initiative two times per day, reroll any save 1/day
Heighten Spell-Like Ability[2]	Spell-like ability at caster level 6th or higher	Use spell-like ability at higher level up to 3/day
Innate Spell[2]	Quicken Spell, Silent Spell, Still Spell	Use spell as a spell-like ability once per round
Insightful	—	Use *detect magic, detect secret doors, read magic* as spell-like abilities 1/day
Mage Slayer[1]	Spellcraft 2 ranks, base attack bonus +3	+1 bonus on Will saves; spellcasters you threaten can't cast defensively
Maximize Spell-Like Ability[2]	Spell-like ability at caster level 6th or higher	Maximize spell-like ability's variable numeric effects up to 3/day
Necropolis Born	—	Use *cause fear, ghost sound, touch of fatigue* as spell-like abilities 1/day
Night Haunt	—	Use *dancing lights, prestidigitation, unseen servant* as spell-like abilities 1/day
Obtain Familiar	Knowledge (arcana) 4 ranks, arcane caster level 3rd	Obtain a familiar in the same manner as a sorcerer or wizard
Pierce Magical Concealment[1]	Con 13, Blind-Fight, Mage Slayer	Ignore spell-based concealment of creatures you attack
Pierce Magical Protection[1]	Con 13, Mage Slayer	Ignore spell-based bonuses to Armor Class
Practiced Spellcaster[2]	Spellcraft 4 ranks	Increase caster level by +4
Ranged Spell Specialization[2]	Weapon Focus (ranged spell), caster level 4th	+2 bonus on damage rolls with ranged spells
Reckless Wand Wielder	Craft Wand, Use Magic Device 1 rank	Increase wand's caster level by expending an additional charge
Soul of The North	—	Use *chill touch, ray of frost, resistance* as spell-like abilities 1/day
Spell Hand	—	Use *mage hand, open/close, Tenser's floating disk* as spell-like abilities 1/day
Touch Spell Specialization	Weapon Focus (touch spell), caster level 4th	+2 bonus on damage rolls with touch spells
Wandstrike	Use Magic Device 4 ranks	Make touch attack with wand to deal 1d6 damage and target creature with spell

Draconic Feats	Prerequisites	Benefit
Draconic Breath	Draconic Heritage	Convert spell energy into a breath weapon
Draconic Claw	Draconic Heritage	Gain claws and make a swift claw attack when you cast a spell
Draconic Flight	Draconic Heritage	After casting a spell, fly for the rest of the round
Draconic Heritage	Sorcerer level 1st	Gain draconic class skill and a bonus on saves against *sleep* and paralysis
Draconic Legacy	Any four draconic feats	Add spells to your spells known
Draconic Power	Draconic Heritage	+1 caster level and DC for spells of the energy type matching your Draconic Heritage
Draconic Presence	Draconic Heritage	Strike fear into lower-level opponents when you cast a spell
Draconic Resistance	Draconic Heritage	Gain resistance to energy of the type of your Draconic Heritage
Draconic Skin	Draconic Heritage	Natural armor increases by 1

Item Creation Feats	Prerequisites	Benefit
Craft Contingent Spell	Caster level 11th	Attach semipermanent spells to a creature and set activation conditions

Metamagic Feats	Prerequisites	Benefit
Black Lore of Moil	Spell Focus (necromancy), caster level 7th	Add extra negative energy damage to necromancy spells
Born of the Three Thunders	Energy Substitution (electricity), Knowledge (nature) 4 ranks	Sonic or electricity spells deal both types of damage
Chain Spell	Any metamagic feat	Redirect spells to affect secondary targets
Cooperative Spell	Any metamagic feat	Bonus to save DC and on caster level checks of spells cast in conjunction with other casters
Delay Spell	Any metamagic feat	Spell effects are delayed 1–5 rounds
Energy Admixture[2]	Energy Substitution	Double energy spell damage by adding an additional energy type
Energy Substitution[2]	Any other metamagic feat, Knowledge (arcana) 5 ranks	Energy spells can deal different energy damage
Explosive Spell	—	Creatures are blasted to edge of spell area
Fortify Spell	—	Cast spells at high caster level to overcome spell resistance
Lord of the Uttercold	Energy Substitution (cold), Knowledge (the planes) 9 ranks, ability to cast a spell with the cold descriptor	Cold spells deal half negative energy damage
Nonlethal Substitution	Any other metamagic feat, Knowledge (arcana) 5 ranks	Energy spells deal nonlethal damage
Persistent Spell	Extend Spell	Fixed or personal range spells last 24 hours
Repeat Spell	Any metamagic feat	Spell is automatically cast again next round
Sanctum Spell	Any metamagic feat	Spell's effective level is increased while in special location, decreased outside special location
Sculpt Spell	Any metamagic feat	Alter spell's area
Split Ray	Any metamagic feat	Ray spells affect one additional target
Sudden Empower	Any metamagic feat	Increase spell's variable numeric effects by 50% without special preparation 1/day
Sudden Extend	—	Double spell's duration without special preparation 1/day
Sudden Maximize	Any metamagic feat	Maximize spell's variable numeric effects without special preparation 1/day
Sudden Quicken	Quicken Spell, Sudden Empower, Sudden Extend, Sudden Maximize, Sudden Silent, Sudden Still	Cast spells as a swift action without special preparation 1/day
Sudden Silent	—	Cast spells without verbal components without special preparation 1/day
Sudden Still	—	Cast spells without somatic components without special preparation 1/day
Sudden Widen	—	Increase spell's numeric measurements by 50% without special preparation 1/day
Transdimensional Spell	—	Spells affect creatures in coexistent planes and extradimensional spaces
Twin Spell	Any metamagic feat	Simultaneously cast a single spell twice

1 A fighter may select this feat as one of his fighter bonus feats.
2 You can gain this feat multiple times but its effects do not stack. Each time you take the feat, you apply it to a new school of magic, spellcasting class, energy type, or selection of spells.
3 You can gain this feat multiple times. Its effects stack.

increase in its casting time. Preparing a spell uses a spell slot of the appropriate level, and once prepared, that slot can't be used for anything else until the prepared spell is cast.

Normal: Spellcasters who cast arcane spells without preparation (such as sorcerers and bards) who apply a metamagic feat to a spell must cast it as a full-round action instead of a standard action.

BATTLE CASTER

Building on your existing training allows you to avoid the chance of arcane spell failure when you wear armor heavier than normal.

Prerequisite: Ability to ignore arcane spell failure chance from armor.

Benefit: You are able to wear armor one category heavier than you can normally wear while still avoiding the chance of arcane spell failure. For example, if you have the ability to normally wear light armor without incurring a chance of spell failure, you can wear medium armor and continue to cast spells as normal. This ability does not extend to shields, nor does it apply to spells gained from spellcasting classes other than the class that provides the ability to cast arcane spells while in armor.

BLACK LORE OF MOIL [METAMAGIC]

Your study of the sinister knowledge and spellcasting techniques of the long-dead Nightlords of Moil makes your necromancy spells especially potent.

Prerequisites: Spell Focus (necromancy), caster level 7th.

Benefit: Any necromancy spell you cast can be cast instead as a Moilian spell, dealing an extra 1d6 points of negative energy damage +1d6 per two spell levels (+1d6 for 1st-level spells, +2d6 for 2nd- or 3rd-level spells, and so on). If the spell normally allows a saving throw, the target takes half the negative energy damage on a successful save, regardless of the outcome of the save on the spell's normal effect.

In addition to its normal spell components, a Moilian spell requires the creation and expenditure of a Moilian runebone—a small human bone (often a finger bone) scribed with carefully prepared arcane markings. Only a character trained in the Black Lore of Moil knows the secrets of creating a runebone, which takes 1 hour to craft and requires special inks and powders costing 25 gp per die of negative energy damage to be generated. For example, a runebone capable of adding 3d6 points of negative energy damage to a spell costs 75 gp to craft.

While the maximum negative energy damage dealt by a Moilian spell is based on the spell's level, the actual damage is limited by the runebone. For example, if a sorcerer casts *finger of death* (a 7th-level spell, so normally +4d6) with a 75-gp (3d6) runebone, the spell deals only 3d6 points of additional negative energy damage.

A Moilian spell uses a spell slot of the spell's normal level.

A student of the Black Lore of Moil

Illus. by D. Crabapple

BORN OF THE THREE THUNDERS [METAMAGIC]

You have learned to marry the power of lightning and thunder in your electricity and sonic spells.

Prerequisites: Knowledge (nature) 4 ranks, Energy Substitution (electricity).

Benefit: When you cast a spell with either the electricity descriptor or the sonic descriptor that deals hit point damage, you can declare that spell to be a spell of the three thunders, with half its damage dealt as electricity damage and half dealt as sonic damage. In addition, the spell concludes with a mighty thunderclap that stuns all creatures that take damage from the spell for 1 round unless they succeed on a Fortitude save, then knocks stunned creatures prone unless they succeed on a Reflex save (both saves at the same DC as the base spell). Channeling the three thunders is costly, though, and you are automatically dazed for 1 round after doing so.

A three thunders spell uses a spell slot of the spell's normal level. In addition, its descriptor changes to include both energy types—for example, a *lightning bolt* of the three thunders is an evocation [electricity, sonic] spell.

CHAIN SPELL [METAMAGIC]

You can cast spells that arc to other targets in addition to the primary target.

Prerequisite: Any metamagic feat.

Benefit: Any spell that specifies a single target and has a range greater than touch can be chained so as to affect that primary target normally, then arc to a number of secondary targets equal to your caster level (maximum 20). Each arc affects one secondary target chosen by you, all of which must be within 30 feet of the primary target, and none of which can be affected more than once. You can choose to affect fewer secondary targets than the maximum.

If the chained spell deals damage, the secondary targets each take half as much damage as the primary target (rounded down) and can attempt Reflex saving throws for half damage (whether the spell allows the original target a save or not). For spells that don't deal damage, the save DCs against arcing effects are reduced by 4. For example, if a 10th-level wizard normally casts *cause fear* at DC 14, a chained *cause fear* could target a goblin chieftain at DC 14 and up to ten of his nearby guards at DC 10.

A chained spell uses up a spell slot three levels higher than the spell's actual level.

COMMUNICATOR

You possess a magical understanding of the essence of language.

Benefit: An innate talent for magic grants you the following spell-like abilities as a 1st-level caster: 1/day—*arcane mark, comprehend languages, message.*

COOPERATIVE SPELL [METAMAGIC]

You can cast spells to greater effect in conjunction with the same spell cast by another individual.

Prerequisites: Any metamagic feat.

Benefit: While the two of you are adjacent, you and another spellcaster with the Cooperative Spell feat can simultaneously

cast the same spell at the same time in the round. Add +2 to the save DC of cooperatively cast spells and +1 to caster level checks to beat the target's spell resistance (if any), using the higher base DC and level check of either caster.

A cooperative spell uses up a spell slot of the same level as the spell's actual level.

Special: For each additional caster with this feat casting the same cooperative spell simultaneously, the spell's save DC and the bonus on the caster level check both increase by 1. When more than two spellcasters cooperatively cast a spell, each must be adjacent to at least two other casters involved in the casting. For example, two wizards and two sorcerers standing in a circle all have Cooperative Spell. The first three in the initiative order ready an action to cast *fireball*, casting the spell when the fourth does. The base DC of the spell's save is equal to the highest save DC among the cooperative casters (as determined by relevant ability scores, other feats, special abilities, or items) +4 (+2 for the first cooperative caster and +1 for each of the other two). As well, whoever has the highest caster level determines the base caster level check, which gains a +3 bonus (+1 for each cooperative caster).

CRAFT CONTINGENT SPELL [ITEM CREATION]

You know how to attach semipermanent spells to a creature and set them to activate under certain conditions.

Prerequisite: Caster level 11th.

Benefit: You can make contingent any spell that you know. Crafting a contingent spell takes one day for each 1,000 gp in its base price (spell level × caster level × 100 gp). To craft a contingent spell, you must spend 1/25 of this base price in XP and use up raw materials costing one-half the base price. Some spells incur extra costs in material components or XP (as noted in their descriptions), which must be paid when the contingent spell is created.

See Contingent Spells, page 139, for more information.

DELAY SPELL [METAMAGIC]

You can cast spells that take effect after a short delay of your choosing.

Prerequisite: Any metamagic feat.

Benefit: When casting a spell, you set a delay of 1 to 5 rounds before it takes effect. The delay time cannot be changed once set; the spell activates just before your turn on the round you designate. Only area, personal, and touch spells can be affected by this feat.

Any decisions you would make about the spell (including attack rolls, designating targets, or determining or shaping an area) are decided when the spell is cast, with any of its effects (including damage and saving throws) decided when the spell triggers. If conditions change during the delay period in ways that would make the spell impossible to cast (the target you designate moves beyond the spell's range, for example), the spell fails. During the delay period, a delayed spell can be dispelled normally, and it can be detected in the area or on the target (as applicable).

A delayed spell uses up a spell slot three levels higher than the spell's actual level.

DOUBLE WAND WIELDER

You can activate two wands at the same time.

Prerequisites: Craft Wand, Two-Weapon Fighting.

Benefit: As a full-round action, you can wield a wand in each hand (if you have both hands free), with one wand designated as your primary wand and the other your secondary wand. Each use of the secondary wand expends 2 charges from it instead of 1.

DRACONIC BREATH [DRACONIC]

You can convert your arcane spells into a breath weapon.

Prerequisite: Draconic Heritage.

Benefit: As a standard action, you can change arcane spell energy into a breath weapon of your draconic heritage energy type. The breath weapon is a 30-foot cone (fire or cold) or a 60-foot line (acid or electricity) that deals 2d6 points of damage per level of the spell that you expended to create the effect. Any creature in the area can make a Reflex save (DC 10 + level of the spell used + your Cha modifier) for half damage. This is a supernatural ability.

DRACONIC CLAW [DRACONIC]

You develop the natural weapons of your draconic ancestors.

Prerequisite: Draconic Heritage.

Benefit: You gain claws. You can make a natural attack with your claw, dealing damage based on your size (Small 1d4, Medium 1d6, Large 1d8). In any round when you cast a spell with a casting time of 1 standard action, you can make a single claw attack as a swift action (see page 86) against an opponent you threaten.

DRACONIC FLIGHT [DRACONIC]

The secret of draconic flight is revealed to you, granting you the ability to fly occasionally.

Prerequisite: Draconic Heritage.

Benefit: After you cast an arcane spell with a casting time of 1 standard action, you gain a fly speed equal to 10 feet per level of the spell you just cast for the remainder of your turn.

DRACONIC HERITAGE [DRACONIC]

You have greater connection with your distant draconic bloodline.

Prerequisite: Sorcerer level 1st.

Benefit: Choose one dragon from the Draconic Heritage list below and gain the indicated skill as a class skill. This is your draconic heritage, which cannot be changed once the feat has been taken. Half-dragons must choose the same dragon kind as their dragon parent.

In addition, you gain a bonus on saving throws against *sleep* and paralysis, as well as spells and abilities with the energy type of your Draconic Heritage. This bonus is equal to the number of draconic feats you have.

Draconic Heritage

Dragon Kind	Energy Type	Skill
Black	Acid	Hide
Blue	Electricity	Listen
Green	Acid	Move Silently
Red	Fire	Intimidate
White	Cold	Balance
Brass	Fire	Gather Information
Bronze	Electricity	Survival
Copper	Acid	Hide
Gold	Fire	Heal
Silver	Cold	Disguise

DRACONIC LEGACY [DRACONIC]

You have realized greater arcane power through your draconic heritage.

Prerequisite: Any four draconic feats.

Benefit: Based on your draconic heritage, add the following spells to your list of spells known.

Each spell is added at the level that a spellcaster would normally gain it unless otherwise indicated.

Draconic Legacy

Dragon Kind	Spells Known
Black	*Charm animal* (snakes and lizards only), *deeper darkness, insect plague*
Blue	*Major image, mirage arcane, ventriloquism*
Green	*Charm person, dominate person, plant growth*
Red	*Detect secret doors, suggestion, true seeing*
White	*Obscuring mist, sleet storm, wall of ice* (5th level)
Brass	*Control winds, endure elements, tongues*
Bronze	*Control water* (5th level), *speak with animals, water breathing*
Copper	*Silent image, stone shape, wall of stone*
Gold	*Bless, daylight, dispel evil*
Silver	*Air walk* (5th level), *feather fall, wind wall*

Special: if any of the spells you would gain from this feat are spells you already know, you can pick another spell that a sorcerer would ordinarily have available to him at that same level.

DRACONIC POWER [DRACONIC]

You have greater power manipulating the energies of your heritage.

Prerequisite: Draconic Heritage.

Benefit: Your caster level increases by 1, and you add 1 to the save DC of all arcane spells with the energy descriptor of the same energy type as determined by your draconic heritage.

Special: If the Energy Substitution feat is used to modify a spell, this feat will work if the new type of energy matches the energy type of your draconic heritage.

DRACONIC PRESENCE [DRACONIC]

When you use your magic, your mere presence can terrify those around you.

Prerequisite: Draconic Heritage.

Benefit: Whenever you cast an arcane spell, all opponents within 10 feet of you who have fewer Hit Dice than you become shaken for a number of rounds equal to the level of the spell you cast. The effect is negated by a Will save (DC 10 + level of the spell cast + your Cha modifier).

A successful save indicates that the opponent is immune to your draconic presence for 24 hours. This ability does not affect creatures with an Intelligence of 3 or lower or creatures that are already shaken, nor does it have any effect on dragons.

DRACONIC RESISTANCE [DRACONIC]

Your bloodline hardens your body against the energy type of your progenitor.

Prerequisite: Draconic Heritage.

Benefit: You gain resistance to the energy type of your draconic heritage equal to three times the number of draconic feats you currently have (including draconic feats you take after gaining this feat).

DRACONIC SKIN [DRACONIC]

Your skin takes on the sheen, luster, and hardness of your draconic parentage.

Prerequisites: Draconic Heritage.

Benefit: Your natural armor increases by 1.

ENERGY ADMIXTURE [METAMAGIC]

You can modify a spell that uses one type of energy to add an equal amount of another energy type.

Prerequisite: Energy Substitution.

Benefit: Choose one type of energy (acid, cold, electricity, or fire) that matches an energy type you have selected for substitution via the Energy Substitution feat. You can then modify any spell with an energy descriptor by adding an equal amount of the chosen type of energy to the spell's normal effects. The altered spell works normally in all respects except for the type and amount of damage dealt, with each type of energy counting separately toward the spell's damage cap. Thus, an acid *fireball* cast at 6th level deals 6d6 points of fire damage and 6d6 points of acid damage (rolled separately), while the same acid *fireball* cast at 10th level or higher deals 10d6 points of fire damage and 10d6 points of acid damage. Even opposed types of energy (such as fire and cold) can be combined using this feat.

An energy admixed spell uses up a spell slot four levels higher than the spell's actual level. As well, the spell's descriptor changes to include both energy types present in the spell—for example, the acid *fireball* described above is an evocation [acid, fire] spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time. The type of energy selected with this feat must match a type of energy you have also selected for substitution via the Energy Substitution feat (so you can select cold as your energy type with Energy Admixture if you have selected cold as your Energy Substitution energy type). You can use Energy Admixture to further alter a spell that has already been modified with Energy Substitution, and you can also admix your chosen energy type with a spell that already uses the same type, in effect doubling its normal damage dice.

ENERGY SUBSTITUTION [METAMAGIC]

You can modify an energy-based spell to use another type of energy instead.

Prerequisites: Knowledge (arcana) 5 ranks, any metamagic feat.

Benefit: Choose one type of energy (acid, cold, electricity, or fire). You can then modify any spell with an energy descriptor to use the chosen type of energy instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes to the new energy type—for example, a *fireball* composed of cold energy is an evocation [cold] spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time.

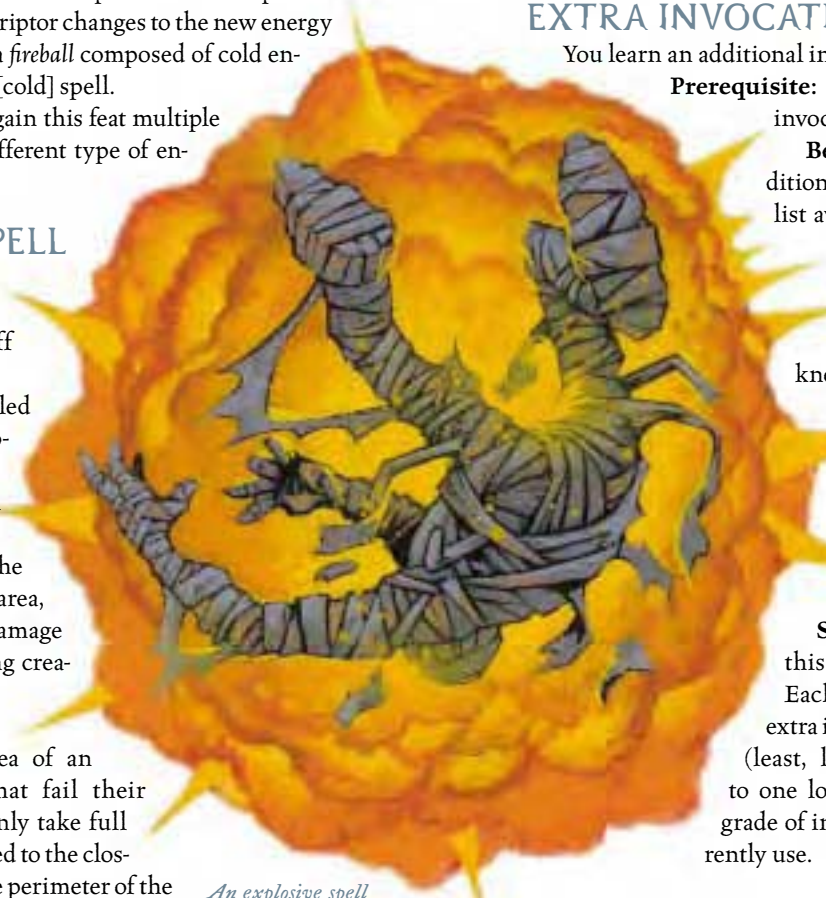
EXPLOSIVE SPELL [METAMAGIC]

You can cast spells that blast creatures off their feet.

Benefit: On a failed Reflex save, an explosive spell ejects any creature caught in its area, sending it to a location outside the nearest edge of that area, dealing additional damage and further knocking creatures prone.

For example, all creatures in the area of an explosive *fireball* that fail their saving throws not only take full damage but are pushed to the closest square outside the perimeter of the spell's 20-foot-radius spread. Likewise, an explosive *lightning bolt* moves targets that fail their saves to outside the area defined by the squares the bolt's line passes through. Any creature moved in this manner also takes an additional 1d6 points of damage per 10 feet moved (no additional damage if moved less than 10 feet by the effect) and is knocked prone. If some obstacle prevents a blasted creature from being moved to the edge of the effect, the creature is stopped and takes 1d6 points of damage from striking the barrier (in addition to any damage taken from the distance moved before then). In any event, this movement does not provoke attacks of opportunity.

Explosive Spell can be applied only to spells that allow Reflex saves and affect an area (a cone, cylinder, line, or burst). An explosive spell uses up a spell slot two levels higher than the spell's actual level.



An explosive spell

Illus. by J. Miracola

EXTRA EDGE

Your ability to deal spell damage is particularly striking.

Prerequisite: Warmage level 4th.

Benefit: You gain a +1 bonus on your warmage edge, plus an additional +1 bonus per four warmage levels. For instance, an 8th-level warmage with 18 Intelligence gets a +7 bonus on the damage dealt by any spell that deals hit point damage.

Normal: A character's warmage edge is equal to his Intelligence modifier.

EXTRA INVOCATION

You learn an additional invocation.

Prerequisite: Ability to use lesser invocations.

Benefit: You learn one additional invocation from the list available to you, choosing an invocation of one grade lower than the highest grade of invocation you know. For example, a 6th-level warlock could learn a least invocation, while a 16th-level warlock could learn any least, lesser, or greater invocation.

Special: You can gain this feat multiple times. Each time, you gain an extra invocation of any grade (least, lesser, or greater) up to one lower than the highest grade of invocation you can currently use.

EXTRA SLOT

You can cast an additional spell.

Prerequisite: Caster level 4th.

Benefit: You gain one extra spell slot in your daily allotment, at any level up to one lower than the highest level of spell you can currently cast. For example, a 4th-level sorcerer (maximum spell level 2nd) gains either an extra 0-level or 1st-level slot, and is able to cast any spell he knows of the chosen level one more time each day. Likewise, a 4th-level wizard can prepare any extra 0-level or 1st-level spell he knows. Once selected, the extra spell slot never changes level.

Special: You can gain this feat multiple times. Each time, you gain an extra spell slot at any level up to one lower than the highest level of spell you can currently cast.

EXTRA SPELL

You learn an additional spell.

Prerequisite: Caster level 3rd.

Benefit: You learn one additional spell at any level up to one lower than the highest level of spell you can currently cast. Thus, a 4th-level sorcerer (maximum spell level 2nd) gains a new 0-level or 1st-level spell known with which to expand his repertoire. For classes such as wizard that have more options for learning spells, Extra Spell is generally used to learn a specific spell that the character lacks access to and would be unable to research.

Special: You can gain this feat multiple times. Each time, you learn a new spell at any level up to one lower than the highest level of spell you can cast.

EXTRA SPELL SECRET

You learn an additional spell secret.

Prerequisites: Spell secret class ability, able to cast 2nd-level spells.

Benefit: You choose one spell known to you that becomes permanently modified as though affected by Enlarge Spell, Extend Spell, Still Spell, or Silent Spell. The spell's level does not change, nor does the choice of spell and modification once chosen. As you go up in level, you can choose the same spell to be modified in different ways with multiple spell secrets (either from additional uses of this feat or through the spell secret class ability). You do not need to have the metamagic feat that you apply to the spell.

Special: You can take this feat multiple times. Each time, you can select another spell to be permanently modified as though affected by one of the metamagic feats mentioned above. You can choose the same spell to be modified with multiple applications of this feat.

FORTIFY SPELL [METAMAGIC]

You cast spells that more easily penetrate spell resistance.

Benefit: A fortified spell is treated as having a higher caster level for the purpose of defeating a target's spell resistance. You prepare and cast the spell in a higher-level spell slot than normal, with each additional level giving a +2 bonus on spell penetration checks for the altered spell. Spells that are not subject to spell resistance are not affected.

A fortified spell uses up a spell slot at least one level higher than the spell's actual level.

GUARDIAN SPIRIT

Your watchful spirit is more capable than normal.

Prerequisite: Watchful spirit class ability.

Benefit: Your watchful spirit allows you to reroll your initiative two times per day, as well as allowing you to reroll any saving throw once per day. These effects must be used immediately after the initial initiative check or saving throw is made.

HEIGHTEN SPELL-LIKE ABILITY

You can use a spell-like ability as if it were a higher spell-level equivalent than it actually is.

Prerequisite: Spell-like ability at caster level 6th or higher.

Benefit: Choose one of your spell-like abilities (subject to the restrictions below) to use at a heightened level up to three times per day (or the ability's normal use limit, whichever is less). The spell-level equivalent of the heightened spell-like ability is two higher than its normal level (to a maximum of 9th level), with all effects dependent on spell level (including saving throw DCs) calculated at the higher level.

The spell-like ability you wish to heighten can be chosen only from those abilities that duplicate a spell of a level less than or equal to 1/2 your caster level (round down), minus 2. For a summary, see the Caster Level to Empower column in the table on page 304 of the *Monster Manual*.

Special: This feat can be taken multiple times. Each time, you apply it to a different one of your spell-like abilities.

INNATE SPELL

You have mastered a spell so thoroughly that you can now use it as a spell-like ability.

Prerequisites: Quicken Spell, Silent Spell, Still Spell.

Benefit: Choose any spell you can cast. You can now cast this spell at will as a spell-like ability once per round. One spell slot eight levels higher than the innate spell is permanently used to power it, and any XP cost for the innate spell is paid each time you use it. As well, you must have any focus required by the spell in order to use it as a spell-like ability, and if the innate spell has a costly material component, you must use an item worth 50 times that cost as a focus.

Since an innate spell is a spell-like ability and not an actual spell, a cleric can't lose it to spontaneously cast a *cure* or *inflict* spell. As well, spellcasters who become unable to cast spells of the level of the spell slot used to power the innate spell become unable to use the spell-like ability.

Special: You can choose this feat more than once, selecting another spell and paying the spell slot, focus, and material components costs each time.

INSIGHTFUL

You possess a magical understanding of the workings of arcane detection.

Benefit: An innate talent for magic grants you the following spell-like abilities as a 1st-level caster: 1/day—*detect magic, detect secret doors, read magic*.

LORD OF THE UTTERCOLD [METAMAGIC]

Through careful study of the Elemental Planes and their interactions with the Negative Energy Plane, you have learned to wield the uttercold.

Prerequisites: Knowledge (the planes) 9 ranks, Energy Substitution (cold), ability to cast a spell with the cold descriptor.

Benefit: You can turn spells with the cold descriptor into uttercold spells. Half the damage dealt by an uttercold spell is cold damage, and the other half is negative energy damage. The spell's saving throw remains unchanged, but creatures can apply cold resistance or immunity to cold only to the cold

portion of the damage. An undead creature can be healed by the negative energy damage of an uttercold spell, though if it doesn't have resistance to cold, the effects of damage and healing cancel each other out.

An uttercold spell uses a spell slot of the spell's normal level.

MAGE SLAYER

You have studied the ways and weaknesses of spellcasters and can time your attacks and defenses against them expertly.

Prerequisites: Spellcraft 2 ranks, base attack bonus +3.

Benefit: You gain a +1 bonus on Will saving throws. Spellcasters you threaten may not cast defensively (they automatically fail their Concentration checks to do so), but they are aware that they cannot cast defensively while being threatened by a character with this feat.

Special: Taking this feat reduces your caster level for all your spells and spell-like abilities by 4.

MAXIMIZE SPELL-LIKE ABILITY

You can use a spell-like ability at its maximum effect.

Prerequisite: Spell-like ability at caster level 6th or higher.

Benefit: Choose one of your spell-like abilities (subject to the restrictions below) to use at maximum effectiveness up to three times per day (or the ability's normal use limit, whichever is less). All variable, numeric effects of the spell-like ability are maximized, dealing maximum damage, curing the maximum number of hit points, affecting the maximum number of targets, and so on. For example, a 10th-level warlock's maximized *eldritch blast* deals 36 points of damage three times per day. Saving throws and opposed checks (such as the one you make when you cast *dispel magic*) are not affected, nor are spell-like abilities without random variables.

An empowered maximized spell-like ability gains the benefit of each feat separately (getting the maximum result plus one-half the normally rolled result). For example, a fire mephit's empowered maximized *scorching ray* would deal 24 points of damage plus one-half of 4d6 points of damage.

The spell-like ability you wish to maximize can be chosen only from those abilities that duplicate a spell of a level less than or equal to 1/2 your caster level (round down), minus 2. For a summary, see the Caster Level to Empower column in the table on page 304 of the *Monster Manual*.

Special: This feat can be taken multiple times. Each time, you apply it to a different one of your spell-like abilities.

NECROPOLIS BORN

You possess a magical understanding of the essence of mortal dread.

Benefit: An innate talent for magic grants you the following spell-like abilities as a 1st-level caster: 1/day—*cause fear, ghost sound, touch of fatigue*. Save DC 10 + spell level + your Cha modifier.

NIGHT HAUNT

You possess a magical understanding of the workings of the unseen.

Benefit: An innate talent for magic grants you the following spell-like abilities as a 1st-level caster: 1/day—*dancing lights, prestidigitation, unseen servant*. Save DC 10 + spell level + your Cha modifier.

NONLETHAL SUBSTITUTION [METAMAGIC]

You can modify an energy spell to deal nonlethal damage.

Prerequisites: Knowledge (arcana) 5 ranks, any metamagic feat.

Benefit: Choose one type of energy (acid, cold, electricity, or fire). You can then modify any spell with the chosen descriptor to deal nonlethal damage instead of normal energy damage. The nonlethal spell works normally in all respects except the type of damage dealt—for example, a nonlethal *fireball* has the same range and area, but since it deals nonlethal damage instead of energy damage, it will not damage objects or set fire to combustibles in the area.

A nonlethal spell uses a spell slot one level higher than the spell's normal level.

OBTAIN FAMILIAR

You gain a familiar.

Prerequisites: Knowledge (arcana) 4 ranks, arcane caster level 3rd.

Benefit: You can obtain a familiar in the same manner as a sorcerer or wizard (see the sorcerer class description and the accompanying sidebar, page 52 of the *Player's Handbook*). As with a sorcerer or wizard, obtaining a familiar takes 24 hours and uses up magic materials worth 100 gp.

For the purpose of determining familiar abilities that depend on your arcane caster class level, your levels in all classes that allow you to cast arcane spells stack.

PERSISTENT SPELL [METAMAGIC]

You can make a spell last all day.

Prerequisite: Extend Spell.

Benefit: Spells with a fixed or personal range can have their duration increased to 24 hours. Spells of instantaneous duration cannot be affected by this feat, nor can spells whose effects are discharged. You don't need to maintain concentration on persistent *detect* spells (such as *detect magic* or *detect thoughts*) for you to be aware of the mere presence or absence of the subject detected, but gaining additional information requires concentration as normal.

A persistent spell uses up a spell slot six levels higher than the spell's actual level.

PIERCE MAGICAL CONCEALMENT

You ignore the miss chance provided by certain magical effects.

Prerequisites: Con 13, Blind-Fight, Mage Slayer.

Benefit: Your fierce contempt for magic allows you to disregard the miss chance granted by spells or spell-like abilities such as *darkness, blur, invisibility, obscuring mist, ghostform* (see page 109), and spells when used to create concealment effects (such as a wizard using *permanent image* to fill a corridor with illusory fire and smoke). In addition, when facing a creature protected by *mirror image*, you can immediately pick out the real creature from its figments. Your ability to ignore the miss chance granted by magical concealment doesn't grant you any ability to ignore nonmagical concealment (so you would still have a 20% miss chance against an *invisible* creature hiding in fog, for example).

Special: Taking this feat reduces your caster level for all your spells and spell-like abilities by 4.

PIERCE MAGICAL PROTECTION

You can overcome the magical protections of your enemies.

Prerequisites: Con 13, Mage Slayer.

Benefit: Your contempt for magic is so fierce that as a standard action you can make a melee attack that ignores any bonuses to Armor Class granted by spells (including spell trigger or spell completion effects created by magic items such as wands or potions). If you deal damage to your opponent, you also instantly and automatically dispel all that opponent's spells and spell effects that grant a bonus to Armor Class.

Special: Taking this feat reduces your caster level for all your spells and spell-like abilities by 4.

PRACTICED SPELLCASTER

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus.

For example, a human 5th-level sorcerer/3rd-level fighter who selects this feat would increase his sorcerer caster level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level, he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 Hit Dice).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

RANGED SPELL SPECIALIZATION

You deal more damage with ranged touch attack spells.

Prerequisites: Weapon Focus (ranged spell), caster level 4th.

Benefit: Damage-dealing spells that require a ranged touch attack roll gain a +2 bonus on the damage they deal. This extra damage applies only to the first successful attack of spells that create multiple rays or missiles, or to the first round of damage for spells that deal damage over multiple rounds on a single successful attack (such as *Melf's acid arrow*). Because you must be able to strike precisely, the extra damage applies only to targets within 30 feet. Only spells that deal hit point damage can be affected by this feat.

RECKLESS WAND WIELDER

You can increase the effectiveness of spells cast from a wand.

Prerequisites: Use Magic Device 1 rank, Craft Wand.

Benefit: By expending an additional charge, you can use a wand as if its caster level was 2 higher than its normal level, changing all the spell's level-dependent effects. For example, by expending 2 charges at once, a *wand of magic missile* (created at caster level 3rd) can be used at caster level 5th, firing three missiles instead of two. You can expend only 1 extra charge at a time using this feat.

REPEAT SPELL [METAMAGIC]

You can cast a spell that repeats on the following round.

Prerequisite: Any metamagic feat.

Benefit: A repeated spell is automatically cast again at the beginning of your turn in the following round. No matter where you might have moved in the previous round, the second spell originates from the same location and affects the same area as the original spell. If the original spell designates a ranged target, the repeated spell affects the same target if it is within 30 feet of its original position; otherwise, the second spell fails. Touch range spells cannot be affected by this feat.

A repeated spell uses up a spell slot three levels higher than the spell's actual level.

SANCTUM SPELL [METAMAGIC]

Your spells are especially potent on home ground.

Prerequisite: Any metamagic feat.

Benefit: A sanctum spell has an effective spell level 1 higher than its normal level if cast in your sanctum (see below), but if not cast in the sanctum, the spell has an effective spell level 1 lower than normal. All effects dependent on spell level (including save DCs) are calculated according to the adjusted level.

A sanctum spell uses a spell slot of the spell's normal level.

Special: Your sanctum is a particular site, building, or structure previously designated by you, and no larger than 20 feet/level in diameter. The designated area must be a site where you have spent a cumulative period of at least three months. Though a sanctum can be designated within a larger structure, its special advantages do not apply beyond the maximum area.

Once designated, it takes seven days for a site to become a sanctum, and if you designate a new area to be your sanctum, the benefits of the old one immediately fade.

SCULPT SPELL [METAMAGIC]

You can alter the area of your spells.

Prerequisite: Any metamagic feat.

Benefit: You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line. The sculpted spell works normally in all respects except for its shape. For example, a *lightning bolt* whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread.

A sculpted spell uses a spell slot one level higher than the spell's actual level.

SOUL OF THE NORTH

You possess a magical understanding of the nature of cold.

Benefit: An innate talent for magic grants you the following spell-like abilities as a 1st-level caster: 1/day—*chill touch, ray of frost, resistance*. Save DC 10 + spell level + your Cha modifier.

SPELL HAND

You possess a magical understanding of the manipulation of force.

Benefit: An innate talent for magic grants you the following spell-like abilities as a 1st-level caster: 1/day—*mage hand, open/close, Tenser's floating disk*. Save DC 10 + spell level + your Cha modifier.

SPLIT RAY [METAMAGIC]

Your ray spells can affect an additional target.

Prerequisite: Any metamagic feat.

Benefit: You can cause any ray spell to fire one additional ray beyond the number normally allowed. The additional ray requires a separate ranged touch attack roll to hit and deals damage as normal. It can be fired at the same target as the first ray or at a different target, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

A split ray spell uses a spell slot two levels higher than the spell's actual level.

SUDDEN EMPOWER [METAMAGIC]

You can cast a spell to greater effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Empower Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Empower Spell normally if you have it.

SUDDEN EXTEND [METAMAGIC]

You can make a spell last longer than normal without special preparation.

Benefit: Once per day, you can apply the effect of the Extend Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Extend Spell normally if you have it.

SUDDEN MAXIMIZE [METAMAGIC]

You can cast a spell to maximum effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Maximize Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Maximize Spell normally if you have it.

SUDDEN QUICKEN [METAMAGIC]

You can cast a spell with a moment's thought without special preparation.

Prerequisites: Quicken Spell, Sudden Empower, Sudden Extend, Sudden Maximize, Sudden Silent, Sudden Still.

Benefit: Once per day, you can apply the effect of the Quicken Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Quicken Spell normally.

SUDDEN SILENT [METAMAGIC]

You can cast a spell silently without special preparation.

Benefit: Once per day, you can apply the effect of the Silent Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Silent Spell normally if you have it.

SUDDEN STILL [METAMAGIC]

You can cast a spell without gestures or special preparation.

Benefit: Once per day, you can apply the effect of the Still Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Still Spell normally if you have it.

SUDDEN WIDEN [METAMAGIC]

You can increase a spell's area without special preparation.

Benefit: Once per day, you can apply the effect of the Widen Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Widen Spell normally if you have it.

TOUCH SPELL SPECIALIZATION

You deal extra damage with touch spells.

Prerequisites: Weapon Focus (touch spell), caster level 4th.

Benefit: Damage-dealing spells that require a melee touch attack roll gain a +2 bonus on the damage they deal. This extra damage applies only to the first successful attack of spells that allow multiple touch attacks (such as *chill touch*).

Only spells that deal hit point damage can be affected by this feat.

TRANSDIMENSIONAL SPELL [METAMAGIC]

You can cast spells that affect targets lurking in coexistent planes and extradimensional spaces whose entrances fall within the spell's area.

Benefit: A transdimensional spell has its full normal effect on incorporeal creatures, creatures on the Ethereal Plane or the Plane of Shadow, and creatures within an extradimensional space in the spell's area. Such creatures include ethereal creatures, creatures that are *blinking* or *shadow walking*, manifested ghosts, and creatures within the extradimensional space of a *rope trick*, *portable hole*, or *familiar pocket* (see page 106).

You must be able to perceive a creature to target it with a transdimensional spell, but you do not need to perceive a creature to catch it in the area of a burst, cone, emanation, or spread.

A transdimensional spell uses up a spell slot one level higher than the spell's actual level.

Normal: Only force spells and effects can affect ethereal creatures, and no Material Plane attack affects creatures on the Plane of Shadow or in an enclosed extradimensional space. There is a 50% chance that any spell other than a force effect fails against an incorporeal creature.

TWIN SPELL [METAMAGIC]

You can simultaneously cast a single spell twice.

Prerequisite: Any metamagic feat.

Benefit: Casting a twinned spell causes the spell to take effect twice in the same area or on the same target simultaneously. Any variable characteristics (including attack rolls) or decisions you would make about the spell (including target and area), are applied to both spells, with affected creatures receiving all the effects of each spell individually (including getting two saving throws if applicable).

A spell whose effects wouldn't stack if it was cast twice under normal circumstances will create redundant effects if successfully twinned (see Combining Magical Effects, page 171 of the *Player's Handbook*). For example, a twinned *charm person* doesn't create a more potent or long-lasting effect, but any ally of the target would have to succeed on two dispel attempts in order to free the target from the charm. As with other metamagic feats, twinning a spell does not affect its vulnerability to counterspelling, so a single successful counterspell negates both instances of a twinned spell.

A twinned spell uses up a spell slot four levels higher than the spell's actual level.

WANDSTRIKE

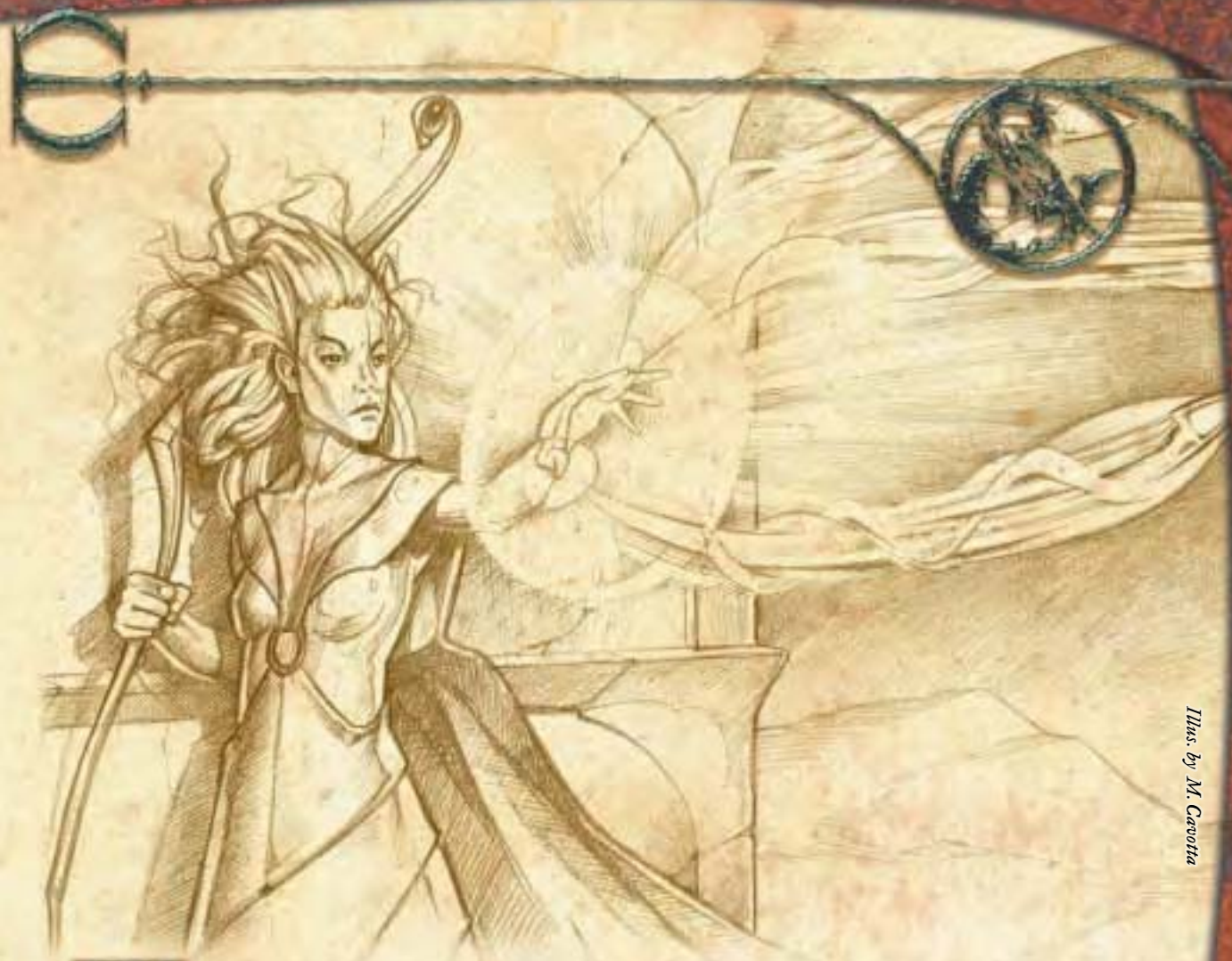
You can channel the magical energy of a wand through your melee attacks.

Prerequisite: Use Magic Device 4 ranks.

Benefit: As a standard action, you can make a melee touch attack with a wand, expending one charge to deal 1d6 points of damage to the creature struck. You apply no extra damage to this attack regardless of its source (including sneak attack, favored enemy, and smite bonuses), but you can activate the wand as part of the attack. If the spell cast from the wand is a ray or a targeted spell, the creature struck is the spell's target (with ray spells hitting automatically). If the spell affects an area or creates a spread, you can designate the spell's point of origin at any grid intersection point of the creature's space (but doing so might put you in the affected area). Spells with an effect that does not cover an area (such as the various *summon monster spells*) cannot be used with a wandstrike attack.

Illus. by F. Vobwindel

Mialee attacks with a transdimensional spell



Illus. by M. Cavotta

Magic is the weapons, armor, and tools of the trade for an arcane caster, and an arcanist's selection of spells and the skill with which he wields them can define him even more distinctly than a master warrior's choice of tactics and blade.

This chapter presents over 140 new arcane spells, a number of which support the classes and prestige classes introduced in Chapters 1 and 2. Some are updates and revisions of spells that appeared prior to Dungeons & Dragons v.3.5, with others appearing here for the first time to round out and support particular niches and effects in the various schools of magic.

WEAPONLIKE SPELLS

Any spell that requires an attack roll and deals damage functions as a weapon in certain respects, whether the spell deals normal hit point damage, nonlethal damage, ability damage, or energy drain. Such spells can threaten critical hits, can be used in sneak attacks, and can be used with favored enemy damage bonuses. You can even use a number of combat-enhancing feats from the *Player's Handbook* to improve the effectiveness of weaponlike spells, as noted in Chapter 3 of this book.

All such spells deal damage as spells, not weapons, so Strength modifiers to damage and magical effects that increase weapon damage (such as the bard's inspire courage ability and the *prayer* spell) don't increase damage from a weaponlike spell. Likewise, a weaponlike spell that deals normal damage can't be used to deal nonlethal damage or vice versa (except when modified by the Nonlethal Substitution feat or in accordance with the specific regulations of a nonlethal spell duel as described on page 176).

CRITICAL HITS

Unless the spell description says otherwise, a weaponlike spell threatens a critical hit on a roll of 20 and deals double damage with a critical hit. Only damage that the spell deals in the round it strikes is increased by a critical hit. For example, if you score a critical hit with *Melf's acid arrow*, only damage dealt in the first round of the spell's duration is doubled.

Some weaponlike spells depend on a saving throw to determine the damage doubled on a critical hit. For example, *disintegrate* deals 2d6 points of damage per caster level on a failed Fortitude save, but only 5d6 points of damage on a successful save. If a critical hit is scored and the target makes its saving throw, it takes 10d6 points of damage; on a failed save, it takes 4d6 points of damage per caster level, and in both cases is disintegrated if reduced to 0 or fewer hit points by the spell.

Extra damage from a critical hit is of the same type the spell deals normally. For example, *ray of frost* deals 1d3 points of cold damage, so a critical hit deals 2d3 points of cold damage. Likewise, a critical hit with an energy-draining spell deals twice its normal damage. A critical hit with an *enervation* spell bestows 2d4 negative levels, for example.

Spells that require attack rolls but do not deal actual damage cannot score critical hits. For example, *ray of enfeeblement* requires a ranged touch attack roll, but since the target of the spell takes a penalty to Strength (rather than Strength damage), the spell cannot score a critical hit. *Chill touch*, on the other hand, deals 1d6 points of damage and 1 point of Strength damage (not a Strength penalty) unless the target makes a Fortitude saving throw, and so would deal 2d6 points of damage plus 2 points of Strength damage on a critical hit with a failed save.

SNEAK ATTACKS

Any weaponlike spell can be used to make a sneak attack, including ranged spells used against targets within 30 feet (just as with any other ranged sneak attack).

A successful sneak attack with a weaponlike spell deals extra damage of the same type as the spell normally deals. For example, a 10th-level rogue/3rd-level wizard who makes a successful sneak attack with *Melf's acid arrow* deals 2d4 points of acid damage, plus an extra 5d6 points of acid damage for the sneak attack (with the spell continuing to deal acid damage as normal in subsequent rounds). The exception is spells that deal energy drain or ability damage, which deal negative energy damage on a sneak attack, not extra negative levels or ability damage. For example, a 5th-level rogue/8th-level sorcerer who makes a successful *enervation* sneak attack bestows 1d4 negative levels and deals 3d6 points of negative energy damage.

If a sneak attack with a weaponlike spell results in a critical hit, the spell damage is doubled, but not the extra damage (as with any sneak attack critical hit).

Multiple Hits

Some weaponlike spells can strike multiple times in the same round. When the caster gets a bonus on damage with such spells (including sneak attack damage), the extra damage applies only to the first attack, whether that attack hits or not.

For example, a 7th-level sorcerer/3rd-level rogue with Point Blank Shot makes a *scorching ray* attack at less than 30 feet (two rays, each requiring a ranged touch attack roll and dealing 4d6 points of fire damage). If the first ray hits, it deals 6d6+1 points of fire damage (4d6 normal + 2d6 sneak attack + 1 for Point Blank Shot), while each subsequent ray deals only 4d6 points of fire damage whether the first ray hits or not.

SPELL LISTS

The following section presents new spells for assassins, bards, clerics, druids, rangers, sorcerers, and wizards. It also features complete spell lists for the warmage and wu jen.

* Any spell in the warmage and wu jen spell lists marked by an asterisk is a new spell, described in this chapter. For all other warmage and wu jen spells, see Chapter 11 of the *Player's Handbook*.

An [M] or [F] appearing at the end of a spell's name in the spell lists denotes a spell with a material or focus component, respectively, that is not normally included in a spell component pouch. An [X] denotes a spell with an XP component paid by the caster.

Spell Name Changes: A few spells' names have been slightly changed from previous appearances to make them easier to find in the chapter. The *lesser orb* spells, previously found in *Tome and Blood* and *Miniatures Handbook* (*lesser acid orb, lesser cold orb*, etc.) are now listed as "*lesser orb of* [*energy type*]," while the *orb* spells, previously found in *Tome and Blood* (*acid orb, cold orb*, etc.), are now listed as "*orb of* [*energy type*]." Any reference to an older version of the spell name applies

SWIFT AND IMMEDIATE ACTIONS

Some of the feats, spells, and items in *Complete Arcane* and other Dungeons & Dragons supplements use two new action types: the swift action and the immediate action. A description of how each works follows.

Swift Action: A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take. You can take a swift action any time you would normally be allowed to take a free action. Swift actions usually involve spellcasting or the activation of magic items; many characters (especially those who don't cast spells) never have an opportunity to take a swift action.

Casting a quickened spell is a swift action (instead of a free action, as stated in the Quicken Spell feat description in the *Player's Handbook*). In addition, casting any spell with a casting time of 1 swift action (such as aiming at the target) is a swift action.

Casting a spell with a casting time of 1 swift action does not provoke attacks of opportunity.

Immediate Action: Much like a swift action, an immediate action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. However, unlike a swift action, an immediate action can be performed at any time—even if it's not your turn. Casting *feather fall* is an immediate action (instead of a free action, as stated in the spell description in the *Player's Handbook*), since the spell can be cast at any time.

Using an immediate action on your turn is the same as using a swift action, and counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are currently flat-footed.

equally to the new spell name. For example, a wizard with *lesser fire orb* in his spellbook should update that to *lesser orb of fire*.

NEW ASSASSIN SPELLS

1ST-LEVEL ASSASSIN SPELL

Low-Light Vision: See twice as far as a human in poor illumination.

2ND-LEVEL ASSASSIN SPELLS

Fire Shuriken: Magical shuriken deal 3d6 fire damage.

Ice Knife: Magical shard of ice deals 2d8 cold damage plus 2 Dex damage, or deals 1d8 cold damage in 10-ft.-radius burst.

4TH-LEVEL ASSASSIN SPELL

Heart Ripper: Kills living creatures with less than 4 HD.

NEW BARD SPELLS

2ND-LEVEL BARD SPELLS

Force Whip: Whip of magical force keeps animals at bay and can frighten animals as ranged touch attack.

Whirling Blade[F]**:** Hurled slashing weapon magically attacks all foes in 60ft line.

4TH-LEVEL BARD SPELLS

Resonating Bolt: Sonic energy deals 1d4 damage/level (max 10d4).

Unluck: Target remakes all rolls, uses worse result for 1 round/level.

5TH-LEVEL BARD SPELLS

Blink, Greater: Controlled blinking between the Material and Ethereal Planes grants defenses for 1 round/level.

Leomund's Hidden Lodge: Creates sturdy cottage camouflaged to blend into natural surroundings.

NEW CLERIC SPELLS

3RD-LEVEL CLERIC SPELLS

Resist Energy, Mass: Targeted creatures ignore damage from specified energy type.

Ring of Blades: Blades surround you, damaging other creatures (1d6+1/level damage).

4TH-LEVEL CLERIC SPELL

Assay Resistance: +10 bonus on caster level checks to defeat one creature's spell resistance.

5TH-LEVEL CLERIC SPELL

Blistering Radiance: Sphere of light blinds creatures, deals 2d6 fire damage in 50ft radius spread.

6TH-LEVEL CLERIC SPELL

Energy Immunity: Subject and equipment gain immunity to damage of specified energy type.

7TH-LEVEL CLERIC SPELL

Withering Palm: Touch attack deals 1 point Str damage plus 1 point Con damage/two levels.

8TH-LEVEL CLERIC SPELL

Brilliant Blade: Weapon or projectiles shed light, ignore armor.

9TH-LEVEL CLERIC SPELL

Summon Elemental Monolith: Calls powerful elemental creature to fight for you.

NEW DRUID SPELLS

1ST-LEVEL DRUID SPELLS

Animate Water: Turn Small or smaller quantity of water into animated object.

Animate Wood: Turn Small or smaller wooden item into animated object.

2ND-LEVEL DRUID SPELLS

Animate Fire: Turn Small or smaller fire into animated object.

Chameleon: Subject gets +10 on Hide checks.

Swim: Subject gains swim speed, +8 bonus on Swim checks.

3RD-LEVEL DRUID SPELLS

Resist Energy, Mass: Targeted creatures ignore damage from specified energy type.

Thornskin: Your unarmed attacks deal +1d6 damage; natural and unarmed attacks against you take 1d4 damage.

4TH-LEVEL DRUID SPELL

Arc of Lightning: Line of electricity between two creatures (1d6/level damage).

5TH-LEVEL DRUID SPELL

Wood Rot: Destroy wooden items or deal 3d6 + 1/level damage (max +15) to plant creatures.

6TH-LEVEL DRUID SPELL

Energy Immunity: Subject and equipment gain immunity to damage of specified energy type.

9TH-LEVEL DRUID SPELLS

Summon Elemental Monolith: Calls powerful elemental creature to fight for you.

Transmute Rock to Lava: Transforms one 10ft cube with subsequent fire damage and effects.

NEW RANGER SPELLS

1ST-LEVEL RANGER SPELL

Low-Light Vision: See twice as far as a human in poor illumination.

2ND-LEVEL RANGER SPELL

Blades of Fire: Your melee weapons deal +1d6 fire damage for 1 round.

NEW SORCERER/ WIZARD SPELLS

0-LEVEL SORCERER/WIZARD SPELLS (CANTRIPS)

Trans **Repair Minor Damage:** Repairs 1 point of damage to any construct.

1ST-LEVEL SORCERER/WIZARD SPELLS

Conj **Orb of Acid, Lesser:** Ranged touch attack deals 1d8 acid damage + 1d8/two levels beyond 1st (max 5d8).
Orb of Cold, Lesser: Ranged touch attack deals 1d8 cold damage + 1d8/two levels beyond 1st (max 5d8).
Orb of Electricity, Lesser: Ranged touch attack deals 1d8 electricity damage + 1d8/two levels beyond 1st (max 5d8).
Orb of Fire, Lesser: Ranged touch attack deals 1d8 fire damage + 1d8/two levels beyond 1st (max 5d8).
Orb of Sound, Lesser: Ranged touch attack deals 1d6 sonic damage + 1d6/two levels beyond 1st (max 5d6).

Necro **Backbiter:** Wooden-hafted weapon strikes wielder.

Trans **Fist of Stone:** Gain +6 Str and natural slam attack.
Low-Light Vision: See twice as far as a human in poor illumination.
Repair Light Damage: Repairs 1d8 +1/level damage (max +5) to any construct.

2ND-LEVEL SORCERER/WIZARD SPELLS

Conj **Blades of Fire:** Your melee weapons deal +1d6 fire damage for 1 round.

Evoc **Fireburst:** Adjacent subjects take 1d8/level fire damage.

Illus **Phantasmal Assailants:** Nightmare creatures strike target for 4 Wis damage, 4 Dex damage.
Wall of Gloom: Shadow barrier obscures vision and deters passage.

Trans **Earthen Grasp:** Arm made of earth and soil grapples foes.
Repair Moderate Damage: Repairs 2d8 +1/level damage (max +10) to any construct.
Swim: Subject gains swim speed, +8 bonus on Swim checks.
Whirling Blade[F]**:** Hurled slashing weapon magically attacks all foes in 60ft line.

Univ **Familiar Pocket:** Garment or container becomes extradimensional safe haven for your familiar.

3RD-LEVEL SORCERER/WIZARD SPELLS

Abjur **Sign of Sealing**[M]**:** Magical sigil protects door or chest, deals 1d4/level damage (max 10d4) if opened.

Conj **Bands of Steel:** Metallic bands immobilize or entangle target for 1 round/level.
Corpse Candle: Ghostly hand and candle sheds light, affects incorporeal creatures.
Mage Armor, Greater[M]**:** Gives subject +6 armor bonus.

Div **Discern Shapechanger**: Penetrates disguises and identifies shapechanging creatures.

Evoc **Resonating Bolt:** Sonic energy deals 1d4 damage/level (max 10d4).

Illus **Shadow Binding:** Ribbonlike shadows daze and entangle creatures in 10ft radius burst.

Trans **Repair Serious Damage:** Repairs 3d8 +1/level damage (max +15) to any construct.
Stony Grasp: Arm made of soil and rock grapples foes.

Univ **Enhance Familiar:** Your familiar receives +2 bonus on saves, combat rolls, and AC for 1 hour/level.

4TH-LEVEL SORCERER/WIZARD SPELLS

Abjur **Anticipate Teleportation**[F]**:** Predict and delay the arrival of creatures teleporting into range by 1 round.
Otiluke's Dispelling Screen: Targeted *dispel magic* on any creatures and unattended items, +10 max on caster level check.
Resist Energy, Mass: Targeted creatures ignore damage from specified energy type.

Conj **Blast of Flame:** 60ft cone of fire (1d6/level damage).
Orb of Acid: Ranged touch, 1d6/level acid damage and target might be sickened.
Orb of Cold: Ranged touch, 1d6/level cold damage and target might be blinded.
Orb of Electricity: Ranged touch, 1d6/level electricity damage and target might be entangled.
Orb of Fire: Ranged touch, 1d6/level fire damage and target might be dazed.
Orb of Force: Globe of force deals 1d6/level damage (max 10d6).
Orb of Sound: Ranged touch, 1d4/level sonic damage and target might be deafened.

Div **Assay Resistance:** +10 bonus on caster level checks to defeat one creature's spell resistance.

Unluck: Target remakes all rolls, uses worse result for 1 round/level.

Evoc **Blistering Radiance:** Sphere of light blinds creatures, deals 2d6 fire damage in 50ft radius spread.
Defenestrating Sphere[F]**:** Cloudy gray sphere knocks enemies prone, hurls them upward for subsequent falling damage.

Necro **Burning Blood:** Target takes 1d8 acid damage plus 1d8 fire damage/round.

Trans **Darkvision, Mass:** Creatures in 10ft radius gain ability to see 60ft in total darkness.
Repair Critical Damage: Repairs 4d8 +1/level damage (max +20) to any construct.

Univ **Fortify Familiar:** Your familiar gains 2d8 temporary hit points, +2 to armor, 25% chance to avoid extra sneak attack and critical hit damage.

5th-Level Sorcerer/Wizard Spells

Abjur **Aiming at the Target**: +10 bonus on Concentration checks for previously cast spell.
Duelward: +4 on Spellcraft checks, counterspell as an immediate action.
Reciprocal Gyre: Creature or object takes 1d6 damage/level of spell affecting it (max 25d6).
Refusal: Spellcasters and creatures with spell-like abilities are prevented from entering an area.

Conj **Arc of Lightning:** Line of electricity between two creatures (1d6/level damage).
Freezing Fog: Fog slows creatures, obscures vision, hinders movement.
Leomund's Hidden Lodge: Creates sturdy cottage camouflaged to blend into natural surroundings.
Servant Horde: Create 2d6 *unseen servants* +1/level (max +15).
Vitriolic Sphere: Potent acid deals 1d4/level damage (max 15d4) plus possible damage in following two rounds.

Evoc **Fire Shield, Mass:** Creatures attacking allies take damage; allies are protected from fire or cold.
Fireburst, Greater: Subjects within 10ft take 1d8/level fire damage.
Prismatic Ray: Ray of light blinds target, deals random effect.
Sword of Deception: Blade of energy attacks independently, deals 1d4 damage, penalizes subsequent save.

Necro **Spiritwall:** Wall of spirit-forms causes panic, deals 1d10 damage if touched, can bestow negative levels if passed through.

Trans **Blink, Greater:** Controlled blinking between the Material and Ethereal Planes grants defenses for 1 round/level.
Fly, Mass: One creature/level flies at speed of 60ft.

6th-Level Sorcerer/Wizard Spells

Abjur **Sign of Sealing, Greater**[M]**:** Magical sigil protects door, chest, or open space, deals 1d6/level damage (max 20d6) if opened.

Ench **Transfix:** Humanoids freeze in place until condition you specify is met.

Illus **Illusory Pit:** Creatures in area are stunned or knocked prone while believing they're falling.

Necro **Arrow of Bone**[M]**:** Missile or thrown weapon gains +4 bonus, target takes 3d6 +1/level damage (max +15) or is slain.

Trans **Brilliant Blade:** Weapon or projectiles shed light, ignore armor.
Fiendform: Assume form and abilities of fiendish creature, demon, or devil.

Univ **Imbue Familiar with Spell Ability:** You transfer spells and casting ability into your familiar.

7th-Level Sorcerer/Wizard Spells

Abjur **Energy Immunity:** Subject and equipment gain immunity to damage of specified energy type.
Otiluke's Greater Dispelling Screen: Targeted *dispel magic* on any creatures and unattended items, +20 max on caster level check.

Evoc **Emerald Flame Fist:** Touch attack deals 3d6 + 1/level fire damage (max +20); target can be engulfed by flame for additional damage.

Necro **Sword of Darkness**[M]**:** Blade of negative energy attacks independently, deals 1d4 damage, bestows one negative level.

Trans **Ghostform:** You assume incorporeal form and gain some incorporeal traits and bonuses.

8th-Level Sorcerer/Wizard Spells

Abjur **Anticipate Teleportation, Greater**[F]**:** Predict and delay the arrival of creatures teleporting into range by 3 rounds.

Necro **Blackfire:** Target is engulfed in black flame, takes 1d4 Con damage and becomes nauseated; flames and effects can spread to adjacent living creatures.
Heart of Stone[EX]**:** Exchange your heart with stone heart to gain damage reduction, resistance to energy for 1 year.

Trans **Flensing:** Pain and trauma deal 2d6 damage, 1d6 Con damage, 1d6 Cha damage for up to 4 rounds.

9th-Level Sorcerer/Wizard Spells

Abjur **Absorption:** You absorb targeted spell energy to power spells of your own.
Reaving Dispel: On a targeted dispel, steal spell power and effects for yourself.

Conj **Sphere of Ultimate Destruction:** Featureless black sphere moves 30ft/round, disintegrates on ranged touch attack.
Summon Elemental Monolith[M]**:** Calls powerful elemental creature to fight for you.

Ench **Programmed Amnesia**[M]**:** Destroy, alter, or replace memories in target creature.

Illus **Superior Invisibility:** Subject is invisible to sight, hearing, and scent for 1 min./level, and can attack.

Trans **Transmute Rock to Lava:** Transforms one 10ft cube with subsequent fire damage and effects.

WARMAGE SPELLS

0-LEVEL WARMAGE SPELLS (CANTRIPS)

Acid Splash: Orb deals 1d3 acid damage.
Disrupt Undead: Deals 1d6 damage to one undead.
Light: Object shines like a torch.
Ray of Frost: Ray deals 1d3 cold damage.

1ST-LEVEL WARMAGE SPELLS

Accuracy*: Doubles weapon's range increment.
Burning Hands: 1d4/level fire damage (max 5d4).
Chill Touch: One touch/level deals 1d6 damage and possibly 1 Str damage.
Fist of Stone*: Gain +6 Str and natural slam attack.
Hail of Stone[M]***: Rain of stone deals 1d4/level damage (max 5d4).
Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).
Orb of Acid, Lesser*: Ranged touch attack deals 1d8 acid damage + 1d8/two levels beyond 1st (max 5d8).
Orb of Cold, Lesser*: Ranged touch attack deals 1d8 cold damage + 1d8/two levels beyond 1st (max 5d8).
Orb of Electricity, Lesser*: Ranged touch attack deals 1d8 electricity damage + 1d8/two levels beyond 1st (max 5d8).
Orb of Fire, Lesser*: Ranged touch attack deals 1d8 fire damage + 1d8/two levels beyond 1st (max 5d8).
Orb of Sound, Lesser*: Ranged touch attack deals 1d6 sonic damage + 1d6/two levels beyond 1st (max 5d6).
Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).
True Strike: +20 on your next attack roll.

2ND-LEVEL WARMAGE SPELLS

Blades of Fire*: Your melee weapons deal +1d6 fire damage for 1 round.
Continual Flame[M]: Makes a permanent, heatless torch.
Fire Trap[M]: Opened object deals 1d4 +1/level fire damage.
Fireburst*: Adjacent subjects take 1d8/level fire damage.
Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
Ice Knife*: Magical shard of ice deals 2d8 cold damage plus 2 Dex damage, or deals 1d8 cold damage in 10ft radius burst.
Melf's Acid Arrow: Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.
Pyrotechnics: Turns fire into blinding light or choking smoke.
Scorching Ray: Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).
Shatter: Sonic vibration damages objects or crystalline creatures.
Whirling Blade[F]***: Hurled slashing weapon magically attacks all foes in 60ft line.

3RD-LEVEL WARMAGE SPELLS

Fire Shield: Creatures attacking you take fire damage; you're protected from heat or cold.
Fireball: 1d6 damage per level, 20ft radius.
Flame Arrow: Arrows deal +1d6 fire damage.
Gust of Wind: Blows away or knocks down smaller creatures.
Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.
Lightning Bolt: Electricity deals 1d6/level damage.
Poison: Touch deals 1d10 Con damage, repeats in 1 min.
Ring of Blades*: Blades surround you, damaging other creatures (1d6+1/level damage).
Sleet Storm: Hampers vision and movement.
Stinking Cloud: Nauseating vapors, 1 round/level.

4TH-LEVEL WARMAGE SPELLS

Blast of Flame*: 60ft cone of fire (1d6/level damage).
Contagion: Infects subject with chosen disease.
Evard's Black Tentacles: Tentacles grapple all within 20ft spread.
Orb of Acid*: Ranged touch, 1d6/level acid damage and target might be sickened.
Orb of Cold*: Ranged touch, 1d6/level cold damage and target might be blinded.
Orb of Electricity*: Ranged touch, 1d6/level electricity damage and target might be entangled.
Orb of Fire*: Ranged touch, 1d6/level fire damage and target might be dazed.
Orb of Force*: Globe of force deals 1d6/level damage (max 10d6).
Orb of Sound*: Ranged touch, 1d4/level sonic damage and target might be deafened.
Phantasmal Killer: Fearsome illusion kills subject or deals 3d6 damage.
Shout: Deafens all within cone and deals 5d6 sonic damage.
Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.

5TH-LEVEL WARMAGE SPELLS

Arc of Lightning*: Line of electricity between two creatures (1d6/level damage).

Cloudkill: Kills 3 HD or less; 4–6 HD save or die; 6+ HD take Con damage.
Cone of Cold: 1d6/level cold damage.
Fire Shield, Mass*: Creatures attacking allies take damage; allies are protected from fire or cold.
Fireburst, Greater*: Subjects within 10ft take 1d8/level fire damage.
Flame Strike: Smite foes with divine fire (1d6/level damage).
Prismatic Ray*: Ray of light blinds target, deals random effect.

6th-Level Warmage Spells

Acid Fog: Fog deals acid damage.
Blade Barrier: Wall of blades deals 1d6/level damage.
Chain Lightning: 1d6/level damage; 1 secondary bolt/level each deals half damage.
Circle of Death[M]: Kills 1d4/level HD of creatures.
Disintegrate: Makes one creature or object vanish.
Fire Seeds: Acorns and berries become grenades and bombs.
Otiluke's Freezing Sphere: Freezes water or deals cold damage.
Tenser's Transformation[M]**:** You gain combat bonuses.

7th-Level Warmage Spells

Delayed Blast Fireball: 1d6/level fire damage; you can postpone blast for 5 rounds.
Earthquake: Intense tremor shakes 80ft radius.
Finger of Death: Kills one subject.
Fire Storm: Deals 1d6/level fire damage.
Mordenkainen's Sword[F]: Floating magic blade strikes opponents.
Prismatic Spray: Rays hit subjects with variety of effects.
Sunbeam: Beam blinds and deals 4d6 damage.
Waves of Exhaustion: Several targets become exhausted.

8th-Level Warmage Spells

Horrid Wilting: Deals 1d6/level damage within 30ft.
Incendiary Cloud: Cloud deals 4d6 fire damage/round.
Polar Ray: Ranged touch attack deals 1d6/level cold damage.
Prismatic Wall: Wall's colors have array of effects.
Scintillating Pattern: Twisting colors make target *con fused*, stunned, or unconscious.
Shout, Greater: Devastating yell deals 10d6 sonic damage, stuns creatures, damages objects.
Sunburst: Blinds all within 10ft, deals 6d6 damage.

9th-Level Warmage Spells

Elemental Swarm: Summons multiple elementals.
Implosion: Kills one creature/round.
Meteor Swarm: Four exploding spheres each deal 6d6 fire damage.
Prismatic Sphere: Rays hit subjects with variety of effects.
Wail of the Banshee: Kills one creature/level.
Weird: As *phantasmal killer*, but affects all within 30ft.

Wu Jen Spells

0-Level Wu Jen Spells (Cantrips)

Fire **Dancing Lights:** Creates torches or other lights.
Flare: Dazzles one creature (–1 on attack rolls).
Water **Ray of Frost:** Ray deals 1d3 cold damage.

Arcane Mark: Inscribes a personal rune (visible or invisible).
Daze: Humanoid creature of 4 HD or less loses next action.
Detect Magic: Detects spells and magic items within 60ft.
Detect Poison: Detects poison in one creature or small object.
Disrupt Undead: Deals 1d6 damage to one undead.
Ghost Sound: Figment sounds.
Light: Object shines like a torch.
Mage Hand: 5 pound telekinesis.
Mending: Makes minor repairs on an object.
Message: Whispered conversation at distance.
Open/Close: Opens or closes small or light things.
Prestidigitation: Performs minor tricks.
Read Magic: Read scrolls and spellbooks.
Resistance: Subject gains +1 on saving throws.

1st-Level Wu Jen Spells

All **Elemental Burst*:** Elemental target explodes with varying effects.
Endure Elements: Exist comfortably in hot or cold environments.
Earth **Hail of Stone**[M]***:** Rain of stone deals 1d4/level damage (max 5d4).
Fire **Fiery Eyes*:** Your glowing eyes illuminate area and can ignite combustible items.
Melt*: Melt ice and snow or deal 2/level damage (max 10) to magical ice or cold creatures.
Smoke Ladder[F]***:** Smoke transforms into ladder up to 10 ft. long/level.
Metal **Iron Scarf*:** Ranged attack deals 1d8 damage +1/level.
Magic Weapon: Weapon gains +1 bonus.
Water **Animate Water*:** Turn Small or smaller quantity of water into animated object.
Cobra's Breath*: Cone of poison deals 1d3 Con damage.
Obscuring Mist: Fog surrounds you.
Wood **Animate Wood*:** Turn Small or smaller wooden item into animated object.
Backbiter*: Wooden-hafted weapon strikes wielder.

Accuracy*: Doubles weapon's range increment.
Animate Rope: Makes a rope move at your command.
Charm Person: Makes one person your friend.
Comprehend Languages: You understand all spoken and written languages.
Detect Chaos/Evil/Good/Law: Reveals creatures, spells, or objects of selected alignment.
Disguise Self: Changes your appearance.
Ghost Light*: Ghostly green radiance can be shaped and manipulated, causes fear.
Hold Portal: Holds door shut.
Hypnotism: Fascinates 2d4 HD of creatures.
Jump: Subject gets bonus on Jump checks.
Magic Missile: 1d4+1 damage; +1 missile/two levels above 1st (max 5).
Protection from Chaos/Evil/Good/Law: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
Scales of the Lizard*: Grants +2 or higher enhancement bonus to natural armor.
Secret Signs*: Communicate a simple nonverbal message to one intelligent creature.
Shield: Invisible disc gives +4 to AC, blocks *magic missiles.*
Silent Image: Creates minor illusion of your design.
Sleep: Puts 4 HD of creatures into magical slumber.
Summon Monster I: Calls extraplanar creature to fight for you.
True Strike: +20 on your next attack roll.
Unseen Servant: Invisible force obeys your commands.
Ventriloquism: Throws voice for 1 min./level.

2ND-LEVEL WU JEN SPELLS

All **Resist Energy:** Ignores 10 or more points of damage/attack from specified energy type.

Earth **Bear's Endurance:** Subject gains +4 to Con for 1 min./level.
Bull's Strength: Subject gains +4 to Str for 1 min./level.

Fire **Animate Fire*:** Turn Small or smaller fire into animated object.
Cat's Grace: Subject gains +4 to Dex for 1 min./level.
Fire Shuriken*: Magical shuriken deal 3d6 fire damage.
Pyrotechnics: Turns fire into blinding light or choking smoke.

Metal **Entangling Scarf*:** Successful ranged touch attack entangles a foe.
Protection from Arrows: Subject immune to most ranged attacks.
Rain of Needles*: Ranged attacks deal total 1d4/level damage (max 5d4).

Water **Fog Cloud:** Fog obscures vision.
Ice Blast*: Spray of ice crystals deals 1d6/two levels cold damage (max 10d6) and makes targets fatigued.
Ice Knife*: Magical shard of ice deals 2d8 cold damage plus 2 Dex damage, or deals 1d8 cold damage in 10ft radius burst.
Swim*: Subject gains swim speed, +8 bonus on Swim checks.

Wood **Warp Wood:** Bends wood (shaft, handle, door, plank).
Wood Shape: Rearranges wooden objects to suit you.

Alter Self: Assume form of a similar creature.
Apparition*: Subject's face takes on terrifying appearance, viewers may become shaken.
Arcane Lock[M]**:** Magically locks a portal or chest.
Blur: Attacks miss subject 20% of the time.
Chameleon*: Subject gets +10 on Hide checks.
Detect Thoughts: Allows "listening" of surface thoughts.
Force Whip*: Whip of magical force keeps animals at bay and can frighten animals as ranged touch attack.
Hold Person: Paralyzes one humanoid for 1 round/level.
Hypnotic Pattern: Fascinates 2d4 + level HD of creatures.
Invisibility: Subject is invisible for 1 min/level or until it attacks.
Kiss of the Toad*: Touch deals 1d6 Con damage, repeats in 1 min.
Knock: Opens locked or magically sealed door.
Lightning Blade*: Blade of electricity energy deals total 1d6 damage/level as touch attack or ranged touch attack.
Locate Object: Senses direction toward object (specific or type).
Minor Image: As *silent image*, plus some sound.
Misdirection: Misleads divinations for one creature or object.
Protection from Charm*: Subject gains +1/three levels bonus (max +5) on saves against charm and compulsion.
Rope Trick: As many as eight creatures hide in extradimensional space.
See Invisibility: Reveals invisible creatures or objects.
Spider Climb: Grants ability to walk on walls and ceilings.
Summon Monster II: Calls extraplanar creature to fight for you.
Wall of Gloom*: Shadow barrier obscures vision and deters passage.
Whispering Wind: Sends a short message 1 mile/level.

3RD-LEVEL WU JEN SPELLS

All **Protection from Energy:** Absorb 12 points/level of damage from one kind of energy.

Earth **Earthbolt*:** Seismic pulse deals 1d6/level damage to creatures along its path.
Terra Cotta Warrior[M*]**:** Statuette becomes a Medium animated object which fights for you.

Fire **Fire Wings*:** Your arms become flaming wings capable of flight and dealing +2d6 fire damage on unarmed attacks.

Fireball: 1d6 damage per level, 20ft radius.

Metal **Keen Edge:** Doubles normal weapon's threat range.

Magic Weapon, Greater: +1/four levels (max +5).

Magnetism*: Draw iron or steel objects to yourself with effective Str 30.

Water **Gaseous Form:** Subject becomes insubstantial and can fly slowly.

Steam Breath*: Superheated steam deals 1d6/level fire damage (max 10d6).

Stinking Cloud: Nauseating vapors, 1 round/level.

Water Breathing: Subjects can breathe underwater.

Wood **Plant Growth:** Grows vegetation, improves crops.

Thornskin*: Your unarmed attacks deal +1d6 damage; natural and unarmed attacks against you take 1d4 damage.

Commune with Lesser Spirit[M*]: Lesser spirit creature answers one question/two levels.

Corpse Candle*: Ghostly hand and candle sheds light, affects incorporeal creatures.

Discern Shapechanger*: Penetrates disguises and identifies shapechanging creatures.

Dispel Magic: Cancels magical spells and effects.

Displacement: Attacks miss subject 50%.

Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.

Illusory Script[M]: Only intended reader can decipher.

Magic Circle against Chaos/Evil/Good/Law: As *protection* spells, but 10ft radius and 10 min/level.

Major Image: As *silent image*, plus sound, smell, and thermal effects.

Remove Curse: Frees object or person from curse.

Suggestion: Compels subject to follow stated course of action.

Summon Monster III: Calls extraplanar creature to fight for you.

Tongues: Speak any language.

4TH-LEVEL WU JEN SPELLS

All **Elemental Ward*:** Drives elementals away.

Scrying[F]: Spies on subject from a distance.

Earth **Dimension Door:** Teleports you short distance.

Stoneskin[M]: Ignore 10 points of damage per attack.

Fire **Fire Shield:** Creatures attacking you take fire damage; you're protected from heat or cold.

Fire Trap[M]: Opened object deals 1d4 damage +1/level.

Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.

Metal **Dancing Blade*:** Target sword fights independently.

Poison Needles*: Hail of poison needles deals range of effects to target.

Rusting Grasp: Your touch corrodes iron and alloys.

Water **Ice Storm:** Hail deals 5d6 damage in cylinder 40ft. across.

Solid Fog: Blocks vision and slows movement.

Wall of Ice: Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.

Water to Poison[M*]: Transform water into ingested poison.

Wood **Antiplant Shell:** Keeps animated plants at bay.

Command Plants: Sway the actions of one or more plant creatures.

Animate Dead[M]: Creates undead skeletons and zombies.

Charm Monster: Makes monster believe it is your ally.

Confusion: Subjects behave oddly for 1 round/level.

Creeping Darkness*: Cloud of inky blackness moves at your command.

Crushing Despair: Subjects take –2 on attack rolls, damage rolls, saves, and checks.

Dismissal: Forces a creature to return to native plane.

Globe of Invulnerability, Lesser: Stops 1st through 3rd level spell effects.

Good Hope: Subjects gain +2 on attack rolls, damage rolls, saves, and checks.

Heart Ripper*: Kills living creatures with less than 4 HD.

Invisibility, Greater: As *invisibility*, but subject can attack and stay invisible.

Locate Creature: Indicates direction to familiar creature.

Minor Creation: Creates one cloth or wood object.

Pain*: Wracking pain gives targets –4 on attack rolls, skill and ability checks.

Polymorph: Gives one willing subject a new form.

Resist Energy, Mass*: Targeted creatures ignore damage from specified energy type.

Shout: Deafens all within cone and deals 5d6 sonic damage.

Snake Darts*: Two snakes hit one or two targets, deal 3d6 damage and inject poison (1d6 Con damage, repeats in 1 min.)

Spirit Binding, Lesser*: Traps spirit creature of 8 HD or less until it performs a task.

Summon Monster IV: Calls extraplanar creature to fight for you.

Wall of Bones*: Shapeable wall grants cover and concealment, deals damage to anyone who tries to pass.

5TH-LEVEL WU JEN SPELLS

Earth **Stone Shape:** Sculpts stone into any shape.

Terra Cotta Lion[M*]: Statuette becomes a Huge animated object which fights for you.

Wall of Stone: Creates a stone wall that can be shaped.

Fire **Fire Breath***: Ranged touch attack deals 1d8/two levels fire damage (max 10d8) for 1 round/level.
Metal **Metal Skin***: Grants +8 natural armor bonus, –2 to Dex.
Water **Cone of Cold:** 1d6/level cold damage.
Wood **Wood Rot***: Destroy wooden items or deal 3d6 + 1/level damage (max +15) to plant creatures.

Aiming at the Target*: +10 bonus on Concentration checks for previously cast spell.
Animal Growth: One animal/two levels doubles in size.
Arc of Lightning*: Line of electricity between two creatures (1d6/level damage).
Baleful Polymorph: Transforms subject into harmless animal.
Dominate Person: Controls humanoid telepathically.
Dream: Sends message to anyone sleeping.
Fabricate: Transforms raw materials into finished items.
Feeblemind: Subject's Int and Cha drop to 1.
Hold Monster: As *hold person*, but any creature.
Major Creation: As *minor creation*, plus stone and metal.
Nightmare: Sends vision dealing 1d10 damage, fatigue.
Passwall: Creates passage through wood or stone wall.
Permanency[X]: Makes certain spells permanent.
Persistent Image: As *major image*, but no concentration required.
Servant Horde*: Create 2d6 *unseen servants* +1/level (max +15).
Spirit Self*: Your incorporeal spirit separates from your body.
Summon Monster V: Calls extraplanar creature to fight for you.
Summoning Wind*: Send a short message to 10 creatures/level.
Sword of Deception*: Blade of energy attacks independently, deals 1d4 damage, penalizes subsequent save.
Symbol of Pain[M]: Triggered rune wracks nearby creatures with pain.
Symbol of Sleep[M]: Triggered rune puts nearby creatures into catatonic slumber.
Telekinesis: Moves object, attacks creature, or hurls object or creature.
Teleport: Instantly transports you as far as 100 miles/level.
Vitriolic Sphere*: Potent acid deals 1d4/level damage (max 15d4) plus possible damage in following two rounds.
Wall of Force: Wall is immune to damage.

6TH-LEVEL WU JEN SPELLS

Earth **Flesh to Stone:** Turns subject creature into statue.
Move Earth: Digs trenches and builds hills.
Stone to Flesh: Restores petrified creature.
Fire **Fire Seeds:** Acorns and berries become grenades and bombs.
Metal **Spirit Needle***: Needle pins spirit in place in corporeal form.
Wall of Iron[M]: 30 hp/four levels, can topple onto foes.
Water **Control Water:** Raises or lowers bodies of water.
Wood **Ironwood:** Magic wood is strong as steel.
Repel Wood: Pushes away wooden objects.

Control Weather: Changes weather in local area.
Dispel Magic, Greater: As *dispel magic*, but +20 on check.
Geas/Quest: As *lesser geas*, plus it affects any creature.
Globe of Invulnerability: As *lesser globe of invulnerability*, plus 4th-level spell effects.
Permanent Image: Includes sight sound and smell.
Programmed Image[M]: As *major image*, plus triggered by event.
Repulsion: Creatures can't approach you.
Speak with Dead: Corpse answers one question/two levels.
Spirit Binding*: As *lesser spirit binding*, but traps up to 16 HD of spirits.
Suggestion, Mass: As *suggestion*, plus one subject/level.
Summon Monster VI: Calls extraplanar creature to fight for you.
Symbol of Fear[M]: Triggered rune panics nearby creatures.
Symbol of Persuasion[M]: Triggered rune charms nearby creatures.
Transfix*: Humanoids freeze in place until condition you specify is met.
True Seeing[M]: Lets you see all things as they really are.
Veil: Changes appearance of group of creatures.

USING THE HEXBLADE WITH COMPLETE ARCANE

The hexblade (a new standard class introduced in *Complete Warrior*) has its own class spell list, which focuses on enchantment, necromancy, and transmutation spells, but also includes some abjurations, illusions, and other effects. You can add the following new spells (appearing in this book) to the hexblade's class spell list.

1st-Level Hexblade Spells
Backbiter: Wooden-hafted weapon strikes wielder.

2nd-Level Hexblade Spells
Phantasmal Assailants: Nightmare creatures strike target for 4 Wis damage, 4 Dex damage.
Whirling Blade[F]: Hurled slashing weapon magically attacks all foes in 60ft line.

4th-level Hexblade Spells
Assay Resistance: +10 bonus on caster level checks to defeat one creature's spell resistance.
Unluck: Target remakes all rolls, uses worse result for 1 round/level.

7th-Level Wu Jen Spells

All **Scrying, Greater:** As *scrying*, but faster and longer.
Earth **Statue:** Subject can become a statue at will.
Fire **Delayed Blast Fireball:** 1d6/level fire damage; you can postpone blast for 5 rounds.
Metal **Decapitating Scarf*:** Ranged attack decapitates target or deals 1d4 damage/level (max 20d4).
Wood **Transmute Metal to Wood:** Metal within 40 ft. becomes wood.

Body Outside Body*: Create one duplicate of yourself/five levels.
Commune with Greater Spirit[MX*]: Any spirit creature answers one question/level.
Disintegrate: Makes one creature or object vanish.
Energy Immunity*: Subject and equipment are gain immunity to damage of specified energy type.
Ethereal Jaunt: You become ethereal for 1 round/level.
Giant Size*: You grow to Huge or larger size.
Limited Wish[X]: Alters reality—within spell limits.
Power Word Blind: Blinds creature with 200 hp or less.
Reanimation*: Dead creature restored to functional half life with 1 hp.
Summon Monster VII: Calls extraplanar creature to fight for you.
Sword of Darkness[M*]: Blade of negative energy attacks independently, deals 1d4 damage, bestows one negative level.
Symbol of Stunning[M]: Triggered rune stuns nearby creatures.
Symbol of Weakness[M]: Triggered rune weakens nearby creatures.
Teleport, Greater: As *teleport*, but no range limit and no off-target arrival.
Teleport Object: As *teleport*, but affects a touched object.
Withering Palm*: Touch attack deals 1 point Str damage plus 1 point Con damage/two levels.

8th-Level Wu Jen Spells

Earth **Earthquake:** Intense tremor shakes 80ft radius.
Fire **Incendiary Cloud:** Cloud deals 4d6 fire damage/round.
Metal **Repel Metal or Stone:** Pushes away metal and stone.
Water **Cloud Chariot*:** You and allies fly on a fast-moving cloud.
Horrid Wilting: Deals 1d6/level damage within 30ft.
Wood **Control Plants:** Control actions of one or more plant creatures.

Antipathy: Object or location affected by spell repels certain creatures.
Finding the Center*: Automatically maintain concentration on previously cast spell.
Mind Blank: Subject is immune to mental/emotional magic and scrying.
Minute Form*: You shrink to Tiny or smaller size.
Polymorph Any Object: Changes any subject into anything else.
Power Word Stun: Stuns creature with 150 hp or less.
Spirit Binding, Greater*: As *lesser spirit binding*, but traps up to 24 HD of spirits.
Summon Monster VIII: Calls extraplanar creature to fight for you.
Symbol of Death[M]: Triggered rune slays nearby creatures.
Symbol of Insanity[M]: Triggered rune renders nearby creatures insane.
Sympathy[M]: Object or location attracts certain creatures.
Whirlwind: Cyclone deals damage and can pick up creatures.

9th-Level Wu Jen Spells

Fire **Internal Fire**[F*]: Targets die instantly or take 6d6 + 1/level fire damage.

Absorption*: You absorb targeted spell energy to power spells of your own.
Astral Projection[M]: Projects you and companions onto Astral Plane.
Dominate Monster: As *dominate person*, but any creature.
Etherealness: Travel to Ethereal Plane with companions.
Freedom: Releases creature from *imprisonment*.
Gate[X]: Connects two planes for travel or summoning.
Imprisonment: Entombs subject beneath the earth.
Power Word Kill: Kills one creature with 100 hp or less.
Shapechange[F]: Transforms you into any creature, and change forms once/round.
Summon Elemental Monolith[M*]: Calls powerful elemental creature to fight for you.
Summon Monster IX: Calls extraplanar creature to fight for you.
Teleportation Circle[M]: Circle teleports any creature inside to designated spot.
Time Stop: You act freely for 1d4+1 rounds.
Transmute Rock to Lava*: Transforms one 10ft cube with subsequent fire damage and effects.
Wish[X]: As *limited wish*, but with fewer limits.

Spells from Oriental Adventures

Some of the spells in this chapter were first introduced in *Oriental Adventures*, and appeared on class spell lists in addition to the wu jen. Though those classes aren't listed in the level information of the spell descriptions here, any of these updated spells can be used by *Oriental Adventures* classes able to use the original spell.

SPELLS

The spells herein are presented in alphabetical order (with the exception of those whose names begin with "greater," "lesser," or "mass"; see Order of Presentation, page 181 of the *Player's Handbook*).

ABSORPTION

Abjuration
Level: Sorcerer/wizard 9, wu jen 9
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: Until expended or 10 min./level

Spells and spell-like effects that target you are absorbed, their energy stored to power spells of your own. *Absorption* absorbs only ranged spells that have you as a target. Touch spells, effect spells, and area spells that affect you cannot be absorbed.

Once the spell is cast, you can absorb 1d4+6 spell levels (rolled secretly by the DM). The level of each spell you absorb is subtracted from the total. If a spell is only partially absorbed (because its level exceeds the number of levels remaining to be absorbed), divide the number of spell levels left unabsorbed by the original spell level. For spells that deal damage, use the result to determine what fraction of the damage you take. For spells that create effects, use the result as a percentage chance to be affected.

For example, you have three spell levels of *absorption* remaining and are struck by *dominate person* (cast as a 5th-level spell). *Absorption* absorbs three levels of the spell, resulting in a 40% chance (2/5) that you will be affected normally. If affected, any saving throw the spell allows you still applies. Likewise, if you're struck by *disintegrate* (cast as a 6th-level spell) with four levels of *absorption* remaining, two levels of the spell remain, and you take only 33% (2/6) of the damage you would normally take from the spell.

You can use captured spell energy to cast any spell you know or have prepared, but spells so cast don't disappear from your list of prepared spells or count against the number of spells you can normally cast per day (so you so must keep a running total of spell levels absorbed and used). The levels of spell energy you have stored must be equal to or greater than the level of the spell you want to cast, and you must have at hand (and expend) any material components required for the spell.

ACCURACY

Transmutation
Level: Warmage 1, wu jen 1
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Targets: One thrown weapon/level touched or one projectile weapon touched
Duration: 10 min./level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

When you cast this spell, you enhance one or more thrown weapons or one projectile weapon to improve its chance of hitting distant targets. For the duration of the spell, the range increment for the affected weapon or weapons is doubled.

Material Component: Ink used to scribe a mystical character on each weapon affected by the spell.

AIMING AT THE TARGET

Abjuration
Level: Sorcerer/wizard 5, wu jen 5
Components: S
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: Concentration, up to 20 minutes; see text

When you cast this spell as a swift action (see page 86), you increase your ability to concentrate on a spell you have already cast. This spell is one of only a few spells (*finding the center* being another) that you can cast while maintaining concentration on another spell. *Aiming at the target* gives you a +10 circumstance bonus on Concentration checks you make to maintain concentration on the other spell, and its effect lasts as long as you concentrate on the other spell (to a maximum of 20 minutes).

ANIMATE FIRE

Transmutation [Fire]
Level: Druid 2, wu jen 2 (fire)
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to a 5-ft. cube of fire

As *animate wood*, but you can animate a fire no larger than the maximum volume. Animated fire has the fire subtype and the burn special attack of a fire elemental, dealing bludgeoning damage plus fire damage on a successful slam attack and possibly setting opponents on fire (save DC 12; see page 98 of the *Monster Manual*). Fire animated by this spell has hardness 0.

Material Component: A handful of charcoal, sulfur, and soda ash.

ANIMATE WATER

Transmutation [Water]
Level: Druid 1, wu jen 1 (water)
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to a 5-ft. cube of water

As *animate wood*, but you can animate a quantity of water up to the maximum volume. Water animated by this spell has hardness 0, but has double the normal hit points that an animated object of the same size would have.

Material Component: A vial of pure spring water mixed with cinnabar oil.

ANIMATE WOOD

Transmutation
Level: Druid 1, wu jen 1 (wood)
Components: V, S, M
Casting Time: 1 round
Range: Touch
Target: One Small or smaller wooden object
Duration: Concentration, up to 1 round/level (D)

Saving Throw: None
Spell Resistance: No

This spell imbues a Small or smaller wooden object with mobility and a semblance of life, then causes it to immediately attack whomever or whatever you initially designate. Statistics for the animated wood are as for a Small animated object and can be found on page 13 of the *Monster Manual*. Wooden objects animated by this spell have hardness 5. The spell cannot animate objects carried or worn by a creature.

Material Component: A mixture of powdered cinnabar and ground peach pit.

ANTICIPATE TELEPORTATION

Abjuration
Level: Sorcerer/wizard 4
Components: V, S, F
Casting Time: 1 round
Range: One willing creature touched
Area: 5-ft./level radius emanation from touched creature
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

The subject of the spell is surrounded with an invisible aura that anticipates and delays the teleportation of any creature into the spell's area. Any teleportation spell or effect (including all spells with the teleportation descriptor) can be anticipated, making the spell's recipient instantly aware of the exact location where the teleporting creature will arrive (subject to the restrictions below), the creature's size, and how many other creatures (and their sizes) are arriving with the teleporting creature. The spell also delays the arrival of the teleporting creature by 1 round (so that it arrives on its initiative count immediately before its next turn), generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or ready actions. The teleporting creature does not perceive this delay.

Since a teleporting creature doesn't necessarily arrive at the precise location it intends, the spell also functions against a creature that arrives in range even though its intended destination was elsewhere. For a creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives the recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location of its imminent arrival.

The spell has no effect on creatures attempting to teleport away from the spell's area, though if their destination is within the area, the spell will affect their reentry as normal.

Focus: A tiny hourglass of platinum and crystal costing 500 gp, which must be carried or worn by the spell's recipient while the spell is in effect.

ANTICIPATE TELEPORTATION, GREATER

Abjuration
Level: Sorcerer/wizard 8
Casting Time: 10 minutes
Duration: 24 hours

As *anticipate teleportation*, except that *greater anticipate teleportation* identifies the type of the arriving creature (and any companions accompanying it) and creates a delay of 3 rounds, providing the recipient with even more warning and preparation time.

Focus: A tiny hourglass of platinum and crystal filled with diamond dust, costing 1,000 gp. The hourglass must be carried or worn by the spell's recipient while the spell is in effect.

APPARITION

Illusion (Phantasm) [Fear, Mind-Affecting]
Level: Wu jen 2
Components: V, S, M
Casting Time: 1 round
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell causes the subject's face to take on a horrible and terrifying appearance. You can create nearly any combination of hideous features—blue skin, parrot face, elephantine nose, rotting tusks, or worse—but you cannot duplicate the appearance of any specific creature or person. Any creature (excluding you and your allies) that views the recipient and fails its save becomes shaken.

Material Component: A miniature palette dotted with paints of assorted colors.

ARC OF LIGHTNING

Conjuration (Creation) [Electricity]
Level: Druid 4, sorcerer/wizard 5, warmage 5, wu jen 5
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: A line between two creatures
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: No

You create natural conductivity between two creatures, and a bolt of electricity arcs between them. This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them.

Both creatures must be in range, and you must be able to target them (as if this spell had them as its targets). Draw the line from any corner in one creature's space to any corner in the other's space.

Arcane Material Component: Two small iron rods.

ARROW OF BONE

Necromancy [Death]
Level: Sorcerer/wizard 6
Components: V, S, M
Casting Time: 10 minutes
Range: Touch
Target: One projectile or thrown weapon touched

Duration: 8 hours or until discharged
Saving Throw: Fortitude partial
Spell Resistance: Yes

You scribe runes of dire power on a single missile or thrown weapon (usually an arrow, bolt, dart, javelin, or spear), changing the weapon into a sinister missile of cold, enhanced bone. When thrown or fired at a creature as a normal ranged attack, the weapon gains a +4 enhancement bonus on attack rolls and damage rolls. In addition, any living creature struck by an *arrow of bone* must succeed on a Fortitude save or be instantly slain. A creature that makes its save instead takes 3d6 points of damage +1 point per caster level (maximum +15). Regardless of whether the attack hits, the magic of the *arrow of bone* is discharged by the attack, and the missile is destroyed.

Material Component: A tiny sliver of bone and a vial of blood mixed with powdered precious gems worth 50 gp, used to paint the runes on the projectile.

ASSAY RESISTANCE

Divination
Level: Cleric 4, sorcerer/wizard 4
Components: V, S
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round/level

This spell enables you to divine the exact nature and vulnerabilities of a single creature's magical defenses, giving you a +10 bonus on caster level checks to overcome its spell resistance. *Assay resistance* is effective only against one specific creature per casting, and you must be able to see the creature when you cast the spell.

BACKBITER

Necromancy
Level: Sorcerer/wizard 1, wu jen 1 (wood)
Components: V, S, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One weapon
Duration: 1 round/level or until discharged
Saving Throw: Will negates; see text
Spell Resistance: Yes (object)

You cast this spell on any wooden-hafted two-handed weapon (such as a greataxe or heavy flail) or any wooden-hafted reach weapon (such as a longspear or glaive). The next time that weapon is used to make a melee attack, its shaft twists around so that the weapon strikes the wielder instead, with the attack roll applied against the attacker's own AC.

The wielder gets no warning or knowledge of the spell's effect on his weapon, and though he makes the attack, the self-dealt damage can't be consciously reduced (though damage reduction applies) or changed to nonlethal damage. Once the weapon attacks its wielder (whether successfully or not), the spell is discharged.

The spell can target a weapon of any size as long as its wielder normally uses it as a two-handed weapon or a reach weapon. For example, a Small longspear wielded by a halfling could be the target of the spell, but not the same Small longspear wielded by a human; in the human's hands, the weapon is too small to twist around and strike its wielder.

Magic weapons targeted by this spell receive a Will save. An item in a creature's possession uses its own Will save bonus or its wielder's bonus, whichever is higher.

Focus: A dagger.

BANDS OF STEEL

Conjuration (Creation)
Level: Sorcerer/wizard 3
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature

Arc of lightning

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Duration: 1 round/level
Saving Throw: Reflex partial
Spell Resistance: No

You conjure a number of shining metallic bands out of thin air, encircling a Medium or smaller creature. The victim must succeed on a Reflex save or be immobilized (helpless). If the saving throw succeeds, the victim is only partially trapped by the bands (treat as entangled).

A creature immobilized by the bands can attempt escape as a full-round action, either by bursting free (Strength DC 18) or wriggling out (Escape Artist DC 18). An entangled creature can use a full-round action to break or disentangle itself with a DC 13 Strength check or a DC 13 Escape Artist check. Large or larger creatures are too big to be captured or impeded by the bands.

Material Component: Three small silver hoops, interlocked.

BLACKFIRE

Necromancy [Evil]
Level: Sorcerer/wizard 8
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: 1 round/level
Saving Throw: Fortitude negates and Reflex negates; see text
Spell Resistance: Yes

A ray of necromantic black energy springs from your hand, and on a successful ranged touch attack, a living target is engulfed in chill black flames that feed on the fuel of their victim's life force. A creature engulfed in *blackfire* must make a successful Fortitude save each round that the spell is in effect or take 1d4 points of Constitution damage and become nauseated. A creature that makes its save takes no damage for that round and is sickened instead. In addition to its effects on the target, *blackfire* can spread rapidly, and any living creature adjacent to a creature engulfed in *blackfire* must succeed on a Reflex save or become engulfed itself.

Any creature whose Constitution is reduced to 0 or lower by the spell is reduced to a pile of black ash, and can be returned to life only by *true resurrection* or *wish*, the caster of which must succeed on a DC 30 caster level check to restore the victim to life. If a creature succeeds on its Fortitude save in 3 consecutive rounds, the *blackfire* affecting it gutters out. The black flames cannot otherwise be extinguished by normal means (such as immersion in water or smothering), but an *antimagic field*, a successful *dispel magic*, a *remove curse*, or a *break enchantment* spell snuffs it out. As well, a creature protected by *death ward* has immunity to *blackfire*'s effects.

Material Component: A pinch of dust from a vampire destroyed by sunlight.

BLADES OF FIRE

Conjuration (Creation) [Fire]
Level: Ranger 2, sorcerer/wizard 2, warmage 2
Components: V
Casting Time: 1 swift action
Range: Touch
Targets: Up to two melee weapons you are wielding
Duration: 1 round
Saving Throw: None
Spell Resistance: No

Flames sheathe your melee weapons, harming neither you nor the weapons but possibly burning your opponents. Your melee weapons each deal an extra 1d6 points of fire damage. This damage stacks with any energy damage your weapons already deal.

BLAST OF FLAME

Conjuration (Creation) [Fire]
Level: Sorcerer/wizard 4, warmage 4
Components: V, S, M
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: No

Flames fill the area, dealing 1d6 points of fire damage per caster level (maximum 10d6) to any creature in the area that fails its saving throw.

Material Component: A bit of wick soaked in oil.

BLINK, GREATER

Transmutation
Level: Bard 5, sorcerer/wizard 5
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)

This spell functions like *blink*, except you have control over the timing of your "blinking" back and forth between the Ethereal Plane and the Material Plane. You can also ready an action to *blink* away from any physical or magical attack, with the attack missing automatically unless it also affects ethereal targets (as a force effect does). While *blinking*, you have no chance of interfering with your own attacks or your own spells. When moving through solid objects, you do not risk materializing inside one unless you actually end your movement there, in which case you materialize and are shunted off to the nearest open space, taking 1d6 points of damage per 5 feet traveled in this manner.

BLISTERING RADIANCE

Evocation [Fire, Light]
Level: Cleric 5, sorcerer/wizard 4
Components: V, S, M
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: 50-ft.-radius spread
Duration: 1 round/level
Saving Throw: None and Fortitude partial; see text
Spell Resistance: Yes

A blazing ball of light is hurled toward the point you designate, erupting into a brilliant hovering sphere. All sighted creatures in the area are dazzled (no save), and the heat from the *blistering radiance* deals 2d6 points of fire damage to all creatures and objects in the area

each round on your turn (Fortitude save for half). Like *fireball*, *blistering radiance* erupts if it strikes any material body or solid barrier before attaining the prescribed range, and you must make a successful ranged touch attack to send the sphere through a narrow opening or passage.

Blistering radiance counters or dispels any darkness spell of equal or lower level.

Material Component: A bit of tinder and a small lens.

BODY OUTSIDE BODY

Conjuration (Creation)
Level: Wu jen 7
Components: V, S, M
Casting Time: 1 standard action
Range: 10 ft.
Effect: One duplicate/5 levels
Duration: 1 minute
Saving Throw: None
Spell Resistance: No

This spell creates one or more indistinguishable duplicates of you, all of which share your ability scores, personality, class levels, skills, feats, and memories. They carry the same arms, armor, and equipment as you do (but only have mundane versions of any magic gear), and they cannot cast spells or use any spell completion or spell trigger items. They are friendly toward each other and your companions and will follow any order you give them (even actions that you wouldn't normally do yourself, such as charging a dragon or jumping off a cliff).

The duplicates you create each have one-quarter of your hit point total at the time of casting and take damage as normal in combat. If a duplicate is slain, it disappears and you take 10 points of damage. At the end of the spell's duration, all remaining duplicates (and any equipment created with them) disappear without dealing damage to you.

Material Component: A few of your hairs, fingernail parings, or flakes of skin.

BRILLIANT BLADE

Transmutation
Level: Cleric 8, sorcerer/wizard 6
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One melee or thrown weapon, or fifty projectiles (all of which must be in contact with each other at the time of casting)
Duration: 1 min./level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

You transform a single melee weapon, thrown weapon, or group of projectiles into a weapon of brilliant energy. A brilliant energy weapon sheds light as a torch (20-foot radius) and ignore nonliving matter. Armor bonuses to AC (including any enhancement bonuses to that armor) do not count against it because the weapon passes through armor. (Dexterity, deflection, dodge, natural armor, and other such bonuses still apply.) A brilliant energy weapon cannot harm undead, constructs, or objects. If this spell is cast on arrows or crossbow bolts, the effect on a particular projectile ends after one use, whether or not the missile strikes its intended target. Treat shuriken as arrows, rather than as thrown weapons, for the purpose of this spell.

BURNING BLOOD

Necromancy
Level: Sorcerer/wizard 4
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature; see text
Duration: 1 round/level (D)
Saving Throw: Fortitude partial; see text
Spell Resistance: Yes

You taint a living creature's blood with a hot, corrosive infusion, dealing 1d8 points of acid damage and 1d8 points of fire damage per round. The subject can attempt a Fortitude save each round to negate the damage, but a successful save does not prevent damage in future rounds. Searing pain limits the subject to a single move action in any round when it fails its Fortitude save.

Burning blood does not affect creatures of the construct, elemental, ooze, plant, or undead types.

Material Component: A drop of blood and a pinch of saltpeter.

CHAMELEON

Illusion (Glamer)
Level: Druid 2, wu jen 2
Components: V, S, M
Casting Time: 1 round
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell alters the coloration of the recipient's body and clothing so as to blend in with the surrounding background, granting the creature a +10 circumstance bonus on any Hide checks. In areas where the background changes gradually (such as stepping from forest to green field), the coloration shifts quickly enough to grant the bonus while moving at up to one-half normal speed. When the background changes abruptly (from forest to stone wall, for example), the creature loses the circumstance bonus for 1 round while the coloration change takes effect.

Material Component: The shed skin of a small lizard.

CLOUD CHARIOT

Conjuration (Creation) [Water]
Level: Wu jen 8 (water)
Components: V, S, M
Casting Time: 1 standard action
Range: Personal and touch
Target: You and other touched willing creatures
Duration: 10 minutes (D)

When the spell is cast, you and any willing creatures you touch lift into the air on a magic chariot formed of

cloud, then fly away in the direction you desire. You can bring one Medium or smaller creature (carrying gear and objects up to its maximum load) per four caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth.

A *cloud chariot* flies at 10 miles per minute, so that you can cover a distance of 100 miles over the spell's full duration. You and your passengers feel none of the effects of this swift movement, though, and the ride is perfectly steady and calm in even the worst weather. When the spell is dismissed, the cloud settles gently to the ground and dissipates.

Should the spell duration expire while a *cloud chariot* is still aloft, the magic fails slowly, with cloud and riders floating downward 60 feet per round for 1d6 rounds. If the cloud reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, and all creatures riding in it take falling damage. A *cloud chariot* descends slowly if the spell is dispelled, but not if it is negated by an *antimagic field*.

Material Component: A small ball of cotton.

COBRA'S BREATH

Transmutation
Level: Wu jen 1 (water)
Components: S, M
Casting Time: 1 standard action
Range: 10 ft.
Target: Cone-shaped burst
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: No

Your saliva changes into a virulent poison that you then spray forth in a 10-foot cone. Creatures within the cone must make a Fortitude save or take 1d3 points of Constitution damage. The poison does not affect you, nor does it produce any secondary effects or remain potent once sprayed.

Material Component: A cobra's fang.

Cloud chariot

COMMUNE WITH GREATER SPIRIT

Divination
Level: Wu jen 7
Components: V, S, M, XP
Target: One spirit

As *commune with lesser spirit*, except this spell can contact any spirit creature regardless of Hit Dice, and you can ask one question per caster level.

Material Component: Incense and a small offering worth 25 gp.

XP Cost: 100 XP.

COMMUNE WITH LESSER SPIRIT

Divination
Level: Wu jen 3
Components: V, S, M
Casting Time: 10 minutes
Range: 10 ft.
Target: One lesser spirit
Duration: 1 min./level
Saving Throw: Will negates; see text
Spell Resistance: No

You contact any local spirit creature with 4 or fewer Hit Dice and can ask it up to one question per two caster levels. You must know the identity of the spirit, and you must be within 10 feet of the spirit's location. The spirit's knowledge is limited to matters within its immediate area (so that the spirit of a great tree in a village cannot answer questions about events outside the village, for example), and you must ask questions that could typically have one-word answers. "Unclear" is a legitimate answer, because spirits are not necessarily omniscient, but in cases where a one-word answer would be misleading or contrary to the spirit's interests, the DM can respond with a short phrase (five words or less) instead.

If the spirit has been subject to *commune with lesser spirit* (or *commune with greater spirit*) within the past week, this spell fails. As well, if the spirit's alignment is different from yours, it gets a Will save to resist the spell. Unasked questions are wasted if the spell's duration expires.

Material Component: Incense and a small offering worth 10 gp.

CORPSE CANDLE

Conjuration (Creation)
Level: Sorcerer/wizard 3, wu jen 3
Components: S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ghostly hand and candle
Duration: 1 min./level (D); see text

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Saving Throw: None
Spell Resistance: No

A ghostly hand bearing a lit candle appears at the spot you choose, shedding light in a 5-foot radius and moving as you desire—forward or back, up or down, straight or around corners at up to 50 feet per round (no concentration required). The hand and candle are incorporeal and can pass through objects, making them a useful tool for simulating hauntings. As well, a *corpse candle* illuminates hidden, ethereal, and invisible beings and items, all of which become faintly visible as wispy outlines. Ethereal creatures remain unreachable from the Material Plane (except with force effects), but invisible creatures have only concealment (20% miss chance) and lose their bonus on attack rolls from invisibility when they are within 5 feet of the candle. The ghostly radiance also makes immaterial creatures and items slightly material, so that incorporeal creatures within 5 feet of a *corpse candle* have only a 30% chance to avoid damage from corporeal creatures (though all other benefits of being incorporeal are retained).

The hand is Diminutive, has 1 hit point per caster level, and has AC 14 + a deflection bonus equal to your Charisma modifier. It makes saves as you do but is immune to spells that don't cause damage. The spell effect ends if the hand is destroyed, and the hand winks out if the distance between you and it exceeds the spell's range.

Material Component: A piece of a corpse untreated by any kind of preservative.

CREEPING DARKNESS

Evocation [Darkness]
Level: Wu jen 4
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./ level)
Effect: Cloud spreads in a 20-ft.-radius, 20 ft. high (S)
Duration: 3 rounds/level
Saving Throw: None
Spell Resistance: No

This spell creates an amorphous cloud of inky blackness that you can shape and move as desired. While you concentrate on it, the darkness can move up to 20 feet per round, either floating through air or seeping through the smallest cracks. The cloud stops all light and sound, so creatures within it (or creatures whose sensory organs and vocal apparatus are within it) are treated as being deafened and blinded (including creatures with darkvision), in addition to being unable to speak or cast spells with verbal components. As well, creatures entirely within the cloud have total concealment.

A moderate wind (11+ mph) disperses the cloud in 5 rounds; a strong wind (21+ mph) disperses it in 2 rounds.

Material Component: A whisker from a black cat and a tiny bottle of smoke captured on a moonless night.

DANCING BLADE

Transmutation
Level: Wu jen 4 (metal)
Components: V, S, M
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One sword
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

When you cast this spell, you cause the target sword to hover and attack on its own, aiding a character you designate. The sword must be either unattended (in which case you choose which creature it will fight for, so long as both creature and weapon are within range) or in the possession of a willing ally who benefits from the spell.

A *dancing blade* attacks using the initiative modifier and base attack bonus of the creature it fights for, though it gains no other attack or damage modifiers the creature might have (including those from Strength) and takes a –4 penalty on its attack rolls if the creature it fights for doesn't have proficiency with a weapon of its kind. The sword moves with the creature it fights for (and so can take the full attack action if that creature does), staying within 5 feet at all times and dropping to the ground if that creature is reduced to 0 or fewer hit points.

Controlling the sword requires no concentration, and the designated creature can fight with another weapon at the same time. A *dancing blade* prevents two opponents from flanking the creature it fights for (though that creature can be flanked by additional opponents).

Material Component: A tiny stick puppet.

DARKVISION, MASS

Transmutation
Level: Sorcerer/wizard 4
Components: V, S, M
Range: 10 ft.
Targets: The caster and all allies in a 10-ft.-radius burst, centered on the caster
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

As *darkvision* (see page 216 of the *Player's Handbook*), except that all target creatures receive the spell's benefits. Unlike with *darkvision*, recipients of this spell cannot have the ability made permanent with a *permanency* spell.

Material Component: A dried carrot or three small agates.

DECAPITATING SCARF

Transmutation
Level: Wu jen 7 (metal)
Components: V, S, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude partial; see text
Spell Resistance: No

When you cast this spell, you flick a silk scarf at one creature within range, magically propelling it toward the target. The scarf assumes an ironlike hardness on the way, and then wraps around the creature's neck. You must have line of sight to the target and hit

with a normal ranged attack. If you hit, the target must make a Fortitude saving throw; failure indicates that the scarf has decapitated the victim.

A target creature that makes its save takes 1d4 points of damage per caster level (maximum 20d4) before freeing itself from the *decapitating scarf*. Constructs and most undead (except vampires) are not immediately killed by decapitation, and take only 6d4 points of damage whether they make their save or not. Oozes, aberrations, and other creatures without a head are immune to the spell's effects.

Focus: The silk scarf.

DEFENESTRATING SPHERE

Evocation [Air]
Level: Sorcerer/wizard 4
Components: V, S, F
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: 2-ft.-radius sphere
Duration: 1 round/level (D)
Saving Throw: Fortitude partial; see text
Spell Resistance: Yes

A cloudy gray sphere of whirling air and howling wind flies to attack your enemies and hurl them to the sky. As a move action, you can make the sphere travel up to 30 feet per round and strike the creature or object you indicate as a ranged touch attack. Any creature struck by the sphere takes 3d6 points of damage from the force of its winds. In addition, Medium or smaller creatures must succeed on a Fortitude save or be knocked prone. Creatures that fall prone must then succeed on a second Fortitude save or be swept up by the sphere and driven 1d8×10 feet into the air, dropping 1d6 squares from their original position in a random direction and taking falling damage as normal.

If some obstacle prevents the target creature from reaching its expelled height, it takes 1d6 points of damage for every 10 feet of movement it was unable to complete, so that a creature hurled 50 feet up in a room with a 20-foot ceiling would take 3d6 points of damage from the impact, then take 2d6 points of damage when it falls back to the ground.

The sphere can affect a maximum of one creature or object per round, and winks out if it exceeds the spell's range.

Focus: A gray pearl worth at least 100 gp.

Defenestrating sphere

DISCERN SHAPECHANGER

Divination
Level: Sorcerer/wizard 3, wu jen 3
Components: V, S, M
Casting Time: 1 round
Range: Personal
Target: You
Duration: 1 round/level

By taking a standard action to concentrate, you can see the true form of creatures within 60 feet. Each round, you can examine one creature you can see to determine whether it is polymorphed, disguised, or transmuted, and what its true form is. If you look at a shapechanger in its true form, you immediately sense its shapechanging ability, but you can't determine what other forms it might be capable of assuming.

For the purpose of this spell, a shapechanger is any creature with the shapechanger type or a supernatural or extraordinary ability that allows it to assume an alternate form. A wizard who knows *alter self* is not a shapechanger (since a spell is not a supernatural or extraordinary ability), but a barghest is (since it has the supernatural ability to assume alternate forms, even though its type is outsider).

Material Component: A balm of honey and lotus flower, smeared on your eyelids.

DUELWARD

Abjuration
Level: Sorcerer/wizard 5
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You

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Duration: 1 round/level or until discharged (D)

You mantle yourself in a powerful magical field that facilitates your defense against enemy spells. While a *duelward* is in effect, counterspelling is an immediate action for you, allowing you to counterspell even when it is not your turn without having previously readied an action. You also gain a +4 competence bonus on Spellcraft checks made to identify spells being cast.

The first time you successfully counterspell while the spell is in effect (whether you counterspell as an immediate action or not), *duelward* is discharged.

Material Component: A miniature silk glove.

EARTHBOLT

Evocation [Earth]
Level: Wu jen 3 (earth)
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: Line up to close range (25 ft. + 5 ft./2 levels)
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

With a shout, you strike the ground at your feet and create a bolt of seismic force that causes earth, rock, and sand to fly into the air, striking creatures along its path. Any creatures caught in the spell's area take 1d6 points of damage per caster level (maximum 10d6).

This spell functions only if you are standing on dirt, clay, sand, or stone (including stone floors), not on wooden floors or other surfaces.

EARTHEN GRASP

Transmutation [Earth]
Level: Sorcerer/wizard 2
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Animated earthen arm
Duration: 2 rounds/level
Saving Throw: None
Spell Resistance: Yes

You bring forth from the ground an arm made of dense, compacted earth or soil that can grapple your foes. You can cause the arm to rise out of only earth, mud, grass, or sand, and the spell fails if you attempt to cast it in an area with the wrong materials (including stone).

Treated the arm as a Medium creature, with a base attack bonus equal to your caster level and a Strength score of 14 +2 per three caster levels (16 at 3rd level, 18 at 6th level, and so on). The arm doesn't move from the square it appears in, but can make one grapple attempt per round against any creature in its square or any adjacent square, provoking attacks of opportunity as normal. If the arm can target multiple creatures, the caster chooses one. If the caster is unable to choose a target, the arm attacks a random creature within reach (possibly including the caster's allies). Each round that it successfully pins a target, the hand deals 1d6 points of lethal damage (plus its Strength modifier).

The earthen arm has AC 15, hardness 4, and 3 hit points per caster level. If reduced to 0 or fewer hit points, it crumbles to dust.

Material Component: A miniature hand sculpted from clay.

ELEMENTAL BURST

Evocation
Level: Wu jen 1 (all)
Components: V, S
Casting Time: 1 standard action

Earthbolt

Illus. by S. Belledin

Range: Close (25 ft. + 5 ft./2 levels)
Area: 10-ft.-radius burst
Duration: Instantaneous
Saving Throw: Reflex half or Reflex negates; see text
Spell Resistance: Yes

When you cast this spell, you designate a target composed of one of the five wu jen elements—earth, fire, metal, water, and wood. The target then releases magical energy in a sudden, explosive burst, as follows:

Wood, Metal, or Earth: The target throws off sharp slivers and fragments; creatures within the burst take 1d8 points of damage (Reflex save for half damage).

Fire: The target shoots out glowing sparks that deal 1d8 points of fire damage to creatures within the burst (Reflex save for half damage).

Water: Water pushes out in a fierce wave, knocking creatures within the area prone unless they make successful Reflex saves. Creatures get a +4 bonus on their saving throws for each size category they are larger than Medium, or a –4 penalty for each size category smaller than Medium. Exceptionally stable creatures, such as dwarves or creatures with four legs, get an additional +4 bonus.

The spell does not noticeably affect the structure or form of the target object.

ELEMENTAL WARD

Abjuration
Level: Wu jen 4 (all)
Components: V, S, M
Casting Time: 1 standard action
Range: 60 ft.
Area: 60-ft.-radius emanation, centered on you
Duration: 1 minute
Saving Throw: Will negates
Spell Resistance: Yes

This spell allows you to drive off elementals of a specific type by uttering a fearsome cry. When you cast the spell, any elemental within the spell's area must leave the area unless it makes a successful Will save. If you try to force the barrier against an elemental that has failed its saving throw, the spell fails.

Material Component: A small quantity of the element opposed to the type being warded against—fire for water elementals, earth for air elementals, air for earth elementals, or water for fire elementals.

EMERALD FLAME FIST

Evocation [Fire]
Level: Sorcerer/wizard 7
Components: V, S
Casting Time: 1 standard action
Range: Touch
Targets: Creatures or objects touched
Duration: 1 round/level; see text
Saving Throw: See text
Spell Resistance: Yes

One of your hands bursts into an aura of brilliant emerald flame, shedding light equal to that of a torch. You take no damage or penalties from the flames, but on a melee touch attack, an *emerald flame fist* deals 3d6 points of fire damage +1 point per caster level (maximum +20). The creature you touch must then succeed on a Fortitude save or be engulfed by the fiercely hot aura of flame. Each round on your turn, a creature engulfed in the flaming aura takes 3d6 points of fire damage +1 point per caster level (maximum +20) until the spell ends (Fortitude save each round for half). You can use your flaming touch attack repeatedly until one of your targets is engulfed, at which point the flame leaves your hand.

You can use this spell to attack an object. Nonmagical, unattended objects are automatically engulfed in green flame and take 3d6 points of fire damage +1 point per caster level each round.

ENERGY IMMUNITY

Abjuration
Level: Cleric 6, druid 6, sorcerer/wizard 7, wu jen 7
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 24 hours
Saving Throw: None
Spell Resistance: Yes (harmless)

This abjuration grants a creature and its equipment complete protection against damage from one of the five energy types—acid, cold, electricity, fire, or sonic. *Energy immunity* absorbs only damage, so the recipient could still suffer side effects such as drowning in acid, being deafened by a sonic attack, or becoming immobilized in ice.

Note: Energy immunity overlaps *protection from energy* and *resist energy*. So long as *energy immunity* is in effect, the other spells absorb no damage.

ENHANCE FAMILIAR

Universal
Level: Sorcerer/wizard 3
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Familiar touched
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: Yes (harmless)

You infuse your familiar with vigor, granting it a +2 competence bonus on saves, attack rolls, and melee damage rolls, as well as a +2 dodge bonus to Armor Class.

ENTANGLING SCARF

Transmutation
Level: Wu jen 2 (metal)
Components: V, S, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Reflex negates
Spell Resistance: No

When you cast this spell, you flick a silk scarf at one creature within range, magically propelling it toward the target. The scarf assumes an ironlike hardness on its way and then wraps around the target creature. You must have line of sight to the target and hit with a ranged touch attack. If you

hit, the target must make a successful Reflex save or become entangled.

Focus: The silk scarf.

FAMILIAR POCKET

Universal
Level: Sorcerer/wizard 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: One container or garment with a pocket touched
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: No

When you cast this spell, a garment or container becomes a safe haven for a Tiny or smaller familiar. The spell turns the target item or pocket into a comfortable extradimensional space (about 1 cubic foot). The familiar can fit inside the space without creating any noticeable bulge in the item. Whenever the familiar is touching you, you can whisk it inside the space as a free action by speaking a command word chosen by you when the spell is cast. If the familiar can speak, it can command itself inside. As a free action, you can call the familiar forth or it can leave the space on its own.

Once inside, the familiar has total cover (+4 AC) and concealment (20% miss chance), and as a free action, you or the familiar can further seal the space to make it airtight and waterproof. The air supply inside the sealed space lasts for 1 hour, but with the pocket unsealed, the familiar can remain inside indefinitely. The familiar cannot attack or cast spells from within the space, but can use supernatural or spell-like abilities as normal (provided they don't require line of sight, which the pocket blocks).

The spell ends if the *familiar pocket* is placed within or taken into another extradimensional space (such as a *portable hole*). If your familiar is within the pocket when the spell duration expires or if the spell ends abnormally (as above), it appears in your space unharmed.

Material Component: A tiny golden needle and a strip of fine cloth given a half twist and fastened at the ends.

FIENDFORM

Transmutation [Evil]
Level: Sorcerer/wizard 6
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level

This spell functions like *alter self,* except that you can take the form of any fiendish creature, demon, or devil that can be summoned by a *summon monster I, II, III, or IV* spell, regardless of size. You can assume only one form with each use of the spell, but you gain all that form's extraordinary, spell-like, and supernatural abilities, and your type changes to outsider. Spells and effects that harm or ward evil outsiders affect you, and any effect that would normally banish an outsider to its home plane instead ends the spell and leaves you staggered for 1 round per caster level.

Material Component: A bone from any fiendish creature, half-fiendish creature, demon, or devil.

FIERY EYES

Evocation [Fire]
Level: Wu jen 1 (fire)
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute
Saving Throw: Reflex special; see text

This spell causes your eyes to glow with an unnatural fire whose color you determine (from dull red to brilliant yellow), projecting beams of bright light that clearly illuminate a 5-foot-square area to a range of 5 feet. By fixing your sight on one spot within 60 feet as a full-round action, you can cause combustible materials to burst into flames, and though you cannot target living creatures with this effect, creatures carrying or wearing items you ignite take 1d6 points of fire damage and must make a DC 15 Reflex save or catch on fire themselves.

FINDING THE CENTER

Abjuration
Level: Wu jen 8
Duration: 10 minutes (D)

As *aiming at the target* (see page 96), except that you no longer need to maintain conscious concentration on the spell you cast before casting this one. Your unconscious mind maintains the required concentration, allowing you to take other actions (including movement, attacks, and even casting more spells) as normal. Short of dying, only mind-affecting spells and conditions (such as *feeblemind* and *confusion*) can affect your concentration on the other spell, though you might be convinced to willingly dismiss *finding the center* (and the previous spell with it) under the effect of a *charm* or *suggestion*.

FIRE BREATH

Evocation [Fire]
Level: Wu jen 5 (fire)
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level

As a standard action, you can breathe a gout of flame once per round for the duration of the spell. You make a ranged touch attack with the flame (to a maximum range of 15 feet), dealing 1d8 points of fire damage per two caster levels (maximum 10d8) on a successful hit. *Fire breath* ignites combustibles and damages objects in the area, and it can melt metals with low melting points (such as lead, gold, copper, silver, and bronze).

The spell does not function underwater.

FIRE SHIELD, MASS

Evocation [Fire or Cold]
Level: Sorcerer/wizard 5, warmage 5
Components: V, S, M
Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)
Targets: One or more allied creatures, no two of which can be more than 30 ft. apart
Duration: 1 round/level (D)
Save: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell functions like *fire shield* (see page 230 of the *Player's Handbook*), except as noted above.

FIRE SHURIKEN

Evocation [Fire]
Level: Assassin 2, wu jen 2 (fire)
Components: V, S, M
Casting Time: 1 standard action
Range: 0 ft.
Effect: One magical shuriken/3 levels
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

This spell creates shuriken formed of magic fire that you can throw as a normal ranged attack at any target within range. You are automatically considered proficient with the *fire shuriken*, which have a range increment of 10 feet, threaten a critical hit on a roll of 19–20, and deal 3d6 points of fire damage each on a successful hit (though you and your possessions take no damage as the shuriken are thrown). Any additional damage dealt by the *fire shuriken* (including Strength and sneak attack bonuses) is also fire damage. The shuriken disappear when they hit, so they cannot set fire to combustibles or damage objects.

You can create one fire shuriken per three caster levels, up to a maximum of six at 18th level.

Material Component: A shuriken coated with pine sap and sulfur.

FIRE WINGS

Transmutation [Fire]
Level: Wu jen 3 (fire)
Components: V, S, M, F
Casting Time: 1 round
Range: Personal
Target: You
Duration: 10 min./level

This spell transforms your arms into wings of brilliant fire (resembling those of a phoenix), which do not damage you or any items you carry. Since your arms are transformed, you cannot hold items in your hands or cast spells with somatic components while using *fire wings*, but rings, bracers, and other items worn on your arms meld into the new form and continue to function normally. The wings allow you to fly at a speed of 60 feet (good) while carrying no more than a light load. You can ascend at half speed and descend at double speed, and you can charge (but not run) while flying.

You can make unarmed attacks with *fire wings* but are not considered proficient with them, taking a –4 penalty on your attack rolls. A successful unarmed strike deals 2d6 points of fire damage in addition to your normal unarmed attack damage (treated as lethal damage while the spell is in effect). The wings are extinguished (and the spell ends) if subjected to a *quench* spell, immersed in water for 1 round, or exposed to winds of hurricane force or greater. If the spell expires while you are aloft, you fall normally.

Material Component: The feather of a bird, which you must burn when you cast the spell.

Focus: A golden amulet shaped like a phoenix.

Fist of stone

FIREBURST

Evocation [Fire]
Level: Sorcerer/wizard 2, warmage 2
Components: V, S, M
Casting Time: 1 standard action
Range: 5 ft.
Effect: Burst of fire extending 5 ft. from you
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 5 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

Material Component: A bit of sulfur.

FIREBURST, GREATER

Evocation [Fire]
Level: Sorcerer/wizard 5, warmage 5
Effect: Burst of fire extending 10 ft. from you

This spell functions like *fireburst*, except that it affects creatures within 10 feet of you and deals a maximum of 15d8 points of damage to each one.

FIST OF STONE

Transmutation [Earth]

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Level: Sorcerer/wizard 1, warmage 1
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute

You transform one of your hands into a mighty fist of living stone, gaining a +6 enhancement bonus to Strength for purposes of attacks, grapple checks, or breaking and crushing items. In addition, you gain the ability to make one natural slam attack as a standard action, dealing 1d6 points of damage plus your new Strength bonus (or 1-1/2 times your Strength bonus if you make no other attacks that round). You can make the slam attack as a natural secondary attack with the normal –5 penalty (or –2 penalty if you have the Multiattack feat; see page 304 of the *Monster Manual*) as part of a full attack action. However, you cannot gain more than one slam attack per round with this spell due to a high base attack bonus (+6 or higher).

Your fist undergoes no change in size or form, remaining as flexible and responsive as it would normally be while under the spell's effect.

Material Component: A pebble inscribed with a stylized fist design.

FLENSING

Transmutation [Evil]
Level: Sorcerer/wizard 8
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One corporeal creature; see text
Duration: Up to 4 rounds; see text
Saving Throw: Fortitude partial; see text
Spell Resistance: Yes

When you cast this spell, you literally strip the flesh from a corporeal creature's body, inflicting incredible pain and psychological trauma. Each round, the target takes 2d6 points of damage, 1d6 points of Charisma damage, and 1d6 points of Constitution damage. A successful Fortitude save negates the ability damage, reduces the hit point damage by half, and ends the spell. In each round when the target creature is affected, it gets a new save.

Flensing has no effect on creatures in gaseous form.

Material Component: An onion.

FLY, MASS

Transmutation
Level: Sorcerer/wizard 5
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature/level, no two of which can be more than 30 ft. apart
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

As *fly* (see page 232 of the *Player's Handbook*), except this spell confers the power of flight upon all targeted creatures. Each recipient of the spell must remain within 30 feet of at least one other recipient, or the spell ends for the creature that is separated from the others. If only two individuals are affected, the spell ends for both if the distance between them exceeds 30 feet.

FORCE WHIP

Evocation [Sonic, Mind-Affecting]
Level: Bard 2, wu jen 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Effect: A whip of force
Duration: 1 round/level
Saving Throw: Will negates; see text
Spell Resistance: No

This spell creates a whip of magical force that you wield as if you had proficiency with it. Simply cracking a *force whip* keeps normal animals (but not magical beasts or vermin) at bay unless they succeed on a Will save. Affected animals stay at least 30 feet away from you for the duration of the spell, as space permits. On a successful ranged attack with the whip, any normal animal you strike must succeed on a Will save or become frightened.

Against other creature types, you can use a *force whip* in combat as if it were a normal whip.

Material Component: A small silk whip.

FORTIFY FAMILIAR

Universal
Level: Sorcerer/wizard 4
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Familiar touched
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: Yes (Harmless)

This spell makes your familiar tougher, granting it 2d8 temporary hit points and a +2 enhancement bonus to its natural armor. It also has a 25% chance to avoid extra damage from sneak attacks or critical hits (though such attacks still deal normal damage if successful). Temporary hit points gained in this fashion last for up to 1 hour.

FREEZING FOG

Conjuration (Creation) [Cold]
Level: Sorcerer/wizard 5
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Fog spreads in 20-ft. radius, 20 ft. high
Duration: 1 min./level
Saving Throw: None
Spell Resistance: No

A bank of freezing mist billows out from the point you designate, obscuring all sight (including darkvision) beyond 5 feet. Creatures in the first 5 feet of the mist have concealment, while creatures farther inside have total concealment.

Each round on your turn, the frigid mist deals 1d6 points of cold damage to each creature and object within it. The *freezing fog* is so thick that any

creature attempting to move through it progresses at a maximum speed of 5 feet (regardless of its normal speed) and takes a –2 penalty on all melee attack rolls and damage rolls and a –6 penalty on ranged weapon attack rolls (but not ranged spell attack rolls). A creature or object that falls into the fog from above is slowed, so that each 10 feet of mist it passes through effectively reduces overall falling distance by 10 feet.

Freezing fog also coats all solid surfaces in its area with a slick, icy rime, and on your turn each round, each creature in the area of the fog must make a successful Reflex save or fall. A creature that manages to stand must make a DC 10 Balance check in order to move, falling if it fails its save by 5 or more. Creatures in a *freezing fog* can't take a 5-foot step.

A severe wind (31+ mph) disperses the cloud in 1 round. The spell does not function underwater.

GHOSTFORM

Transmutation
Level: Sorcerer/wizard 8
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)

You assume a visible, incorporeal form like that of a manifesting ghost. You have no physical body while in this state. You can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. You are immune to all nonmagical attack forms. Even when hit by spells or magic weapons, you have a 50% chance to ignore any damage from a corporeal source (except for positive energy, negative energy, force effects such as *magic missile*, or attacks made with ghost touch weapons). Nondamaging spell effects affect you normally unless they require corporeal targets to function (such as *implosion*) or they create a corporeal effect that incorporeal creatures would normally be unaffected by (such as a *web* or *wall of stone* spell).

As an incorporeal creature, you have no natural armor bonus but have a deflection bonus equal to your Charisma bonus (always at least +1, even if your Charisma score does not normally provide a bonus).

You can enter or pass through solid objects while in *ghostform*, but you must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than your own. You can sense the presence of creatures or objects within a square adjacent to your current location, but enemies have total concealment (50% miss chance) from you while you are inside an object. In order to see farther from the object you are in and attack normally, you must emerge. While inside an object, you have total cover, but when you attack a creature outside the object you have cover only, so a creature outside with a readied action could strike at you as you attack. You cannot pass through a force effect.

While under the effect of *ghostform*, your attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against you. Your nonmagical attacks have no effect on corporeal targets, and any attack you make with a magic weapon against a corporeal target has a 50% miss chance, except for attacks you make with a ghost touch weapon, while are made normally (no miss chance). Spells you cast while in *ghostform* affect corporeal targets normally, including spells that require you to make an attack roll (such as rays or melee touch spells). You can pass through and operate in water as easily as you do in air. You cannot fall or take falling damage. You cannot make trip or grapple attacks, nor can you be tripped or grappled. In fact, you cannot take any physical action that would move or manipulate an opponent or its equipment, nor are you subject to such actions. You have no weight while in *ghostform* and do not set off traps that are triggered by weight.

You move silently and cannot be heard with Listen checks if you don't wish to be while in *ghostform*. You have no Strength score while incorporeal, so your Dexterity modifier applies to both your melee attacks and ranged attacks. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to you. You have an innate sense of direction and can move at full speed even when you cannot see.

GHOST LIGHT

Necromancy [Fear, Mind-Affecting]
Level: Wu jen 1
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./ level)
Effect: One Medium or smaller ghostly light
Duration: Concentration
Saving Throw: Will negates
Spell Resistance: Yes

You create a ghostly green radiance anywhere within range that shines with the brightness of a torch and is imbued with unearthly power, causing creatures within 30 feet to become shaken unless they succeed on a Will save. The light can be shaped to any Medium or smaller form, and can move at a speed of 30 feet as long as you maintain concentration on the spell (so that you can shape the effect into a human form and make it seem to walk or fly, for example). The shape of a *ghost light* can be changed at any time during the spell's duration as a free action.

Material Component: A bit of phosphorus.

GIANT SIZE

Transmutation
Level: Wu jen 7
Components: V, S, M
Casting Time: 1 round
Range: Personal
Target: You
Duration: 1 minute

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Giant Size

Caster Level	Size	Str	Dex	Con	Nat. AC	AC/Atk Mod	Space/ Reach
1st–15th	Huge (20 ft.)	+16	–2	+4	+3	–2	15 ft./15 ft.
16th–18th	Gargantuan (40 ft.)	+24	–2	+8	+7	–4	20 ft./20 ft.
19th or higher	Colossal (72 ft.)	+32	–2	+12	+12	–8	30 ft./30 ft.

When you cast this spell, you grow to Huge, Gargantuan, or Colossal size, depending on your caster level. Your Strength, Dexterity, Constitution, natural armor, size modifier to Armor Class and attack rolls, and space and reach all change as shown on the accompanying table. (You need not assume the largest size you are capable of; you can choose to grow only to a smaller size if you wish.)

All your equipment changes size with you, allowing you to use weapons or magic items effectively in your giant form. See Table 2–2: Increasing Weapon Damage by Size, page 28 of the *Dungeon Master's Guide*, to determine the damage dealt by any weapons carried when you cast *giant size*.

Material Component: The scale of a dragon or hairs from the head of a giant.

HAIL OF STONE

Conjuration (Creation) [Earth]
Level: Wu jen 1 (earth), warmage 1
Components: V, S, M
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./ level)
Area: Cylinder (5-ft. radius, 40 ft. high)
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

You create a rain of stones that deals 1d4 points of damage per caster level (maximum 5d4) to creatures and objects within the area.

Material Component: A piece of jade worth 5 gp.

HEART OF STONE

Necromancy
Level: Sorcerer/wizard 8
Components: V, S, F, XP
Casting Time: 1 hour
Range: Personal
Target: You
Duration: 1 year

You exchange your own living heart for a finely crafted heart of perfect, unblemished stone, altering the very nature of your body. Your living heart can then be stored or hidden anywhere you like, where it continues to beat for the duration of the spell.

While under the effect of *heart of stone*, you gain damage reduction 5/– and resistance to energy 5 against cold, fire, and electricity, but are subject to the following disadvantages. First, your rate of natural healing slows to only 1 hit point per day (regardless of character level or whether you rest). Second, any attempt to heal you with conjuration (healing) spells, or spell-like and supernatural abilities that mimic the effects of such spells, requires a caster level check (DC 10 + your caster level) to succeed. Finally, your own living heart is vulnerable to attack; if it is damaged or destroyed, you are instantly slain.

Heart of stone can be dispelled, in which case your own living heart instantly returns to its proper place while the stone heart is transported to the place where you left your own heart. Your heart and the stone heart likewise switch places if you enter an *antimagic field* (temporarily negating the spell's effects), but the spell resumes when you leave it. *Stone to flesh* can also end the spell, though you get a Fortitude saving throw to resist.

Focus: A carved stone heart of exceptional quality (jade, obsidian, or gold-veined marble) worth 5,000 gp.

XP Cost: 1,000 XP.

HEART RIPPER

Necromancy
Level: Assassin 4, wu jen 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One or more creatures, no two of which can be more than 30 ft. apart; see text
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

With a sweep of your hand, invisible bolts of force slam into your targets, instantly slaying each target by driving its heart from its body unless it succeeds on a Fortitude save. *Heart ripper* affects a number of creatures with Hit Dice totaling your caster level, none of which can have more than 4 HD. Creatures with the fewest Hit Dice are affected first, with creatures of equal Hit Dice affected according to which is closest to the spell's point of origin. Extra Hit Dice not sufficient to affect remaining creatures are wasted. Creatures that don't depend on their hearts for survival (such as undead and constructs) and creatures with no anatomy (such as oozes) are unaffected by the spell.

ICE BLAST

Evocation [Cold]
Level: Wu jen 2 (water)
Components: S, M
Casting Time: 1 standard action
Range: 30 ft.
Area: Cone-shaped burst
Duration: Instantaneous; see text
Saving Throw: Fortitude negates
Spell Resistance: Yes

When you cast this spell, you spit forth a cloud of icy crystals that extends outward in a cone. Creatures in the area are covered with a thin layer of ice that deals 1d6 points of damage per two caster levels (maximum 10d6). In addition, creatures are affected by a temporary frostbite condition, making them fatigued for 1 minute. A successful Fortitude save negates both the damage and the frostbite effect.

Material Component: A mouthful of water.

Giant size

ICE KNIFE

Conjuration (Creation) [Cold]
Level: Assassin 2, wu jen 2 (water), warmage 2
Components: S, M
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Effect: One icy missile
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: Yes

A magical shard of ice blasts from your hand and speeds to its target. You must succeed on a normal ranged attack to hit (with a +2 bonus on the attack roll for every two caster levels). If it hits, an *ice knife* deals 2d8 points of cold damage plus 2 points of Dexterity damage (no Dexterity damage on a successful Fortitude save). Creatures that have immunity to cold damage also take no Dexterity damage automatically.

A knife that misses creates a shower of ice crystals in a 10-foot-radius burst (see Missing with a Thrown Weapon, page 158 of the *Player's Handbook*, to determine where the shard hits). The icy burst deals 1d8 points of cold damage to all creatures within the area of the effect (Reflex half).

Material Component: A drop of water or piece of ice.

ILLUSORY PIT

Illusion (Figment)
Level: Sorcerer/wizard 6
Components: V, S
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Area: 10-ft. cube/level
Duration: Concentration + 1 round/level
Saving Throw: Will partial; see text
Spell Resistance: Yes

You create an illusory pit, and each creature entering or within the area is forced to make a Will save or believe the floor on which it stands has become a bottomless chasm. On a successful save, creatures suffer a mild case of vertigo and are stunned for 1 round, but those that fail their saves fall prone and are unable to take any action except clawing desperately at the floor in the hopes of stopping their apparent fall. An attack on an affected creature frees it from the effect of the illusion but leaves it stunned for 1 round. Likewise, when the spell ends, creatures that believed they were falling are stunned for 1 round.

Flying creatures passing over an *illusory pit* that succeed on a Will save are unaffected by the spell, but those that fail are stunned for 1 round.

IMBUE FAMILIAR WITH SPELL ABILITY

Universal
Level: Sorcerer/wizard 6
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Familiar touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell allows you to transfer a number of your spells and the ability to cast them into your familiar. Spontaneous spellcasters, such as sorcerers, can imbue a familiar with any spells they know how to cast. Arcanists who prepare spells, such as wizards, can imbue a familiar with any spell they have currently prepared. In either case, you can imbue one spell per three caster levels, with a maximum spell level of one-third your caster level, rounded down (maximum 5th level). Multiple castings of *imbue familiar with spell ability* have no effect on these limits.

The transferred spell's variable characteristics (range, duration, area, and so on) function according to your level. Once you cast *imbue familiar with spell ability* on your familiar, both the spell slot from which you cast the spell and the spell slots of the transferred spells remain unavailable for the preparation or casting of new spells until the familiar uses the transferred spells or *imbue familiar with spell ability* expires.

The spell can be dispelled; if this spell fails, the spells transferred are lost as if the familiar had cast them. In an *antimagic field*, the familiar loses the ability to cast the imbued spells, but regains it again if it leaves the field (so long as the spell's duration hasn't expired).

If any transferred spell requires a focus or material component, you must have it on your person when the spells are cast (components are consumed as normal without requiring you to bring them to hand). Any XP costs from a transferred spell are deducted from your total when the familiar casts the spell.

INTERNAL FIRE

Evocation [Fire]
Level: Wu jen 9 (fire)
Components: V, S, F
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Targets: Up to 1 HD/level of creatures, no two of which can be more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

This spell creates a deadly raging heat in the internal organs of the targets, causing them to burst into flame from within. Targets that fail a Fortitude save die instantly. Those who save successfully take 6d6 points of fire damage +1 point per caster level (maximum +20) instead.

Focus: An iron brazier filled with red-hot charcoal.

IRON SCARF

Transmutation
Level: Wu jen 1 (metal)
Components: V, S, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

When you cast this spell, you flick a silk scarf at one creature within range, magically propelling it toward the target. The scarf assumes an ironlike hardness on the way. You must have line of sight to the target and hit with a normal ranged attack with the scarf. If you hit, the target takes 1d8 points of damage +1 point per caster level (maximum +5).

Focus: The silk scarf.

KISS OF THE TOAD

Necromancy
Level: Wu jen 2
Components: V, S, F
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: Instantaneous; see text
Saving Throw: Fortitude negates; see text
Spell Resistance: Yes

Your touch becomes toxic, poisoning a creature you hit with a successful melee touch attack. The poison deals 1d6 points of Constitution damage immediately and another 1d6 points of Constitution damage 1 minute later. Each instance of damage can be negated with a successful Fortitude save.

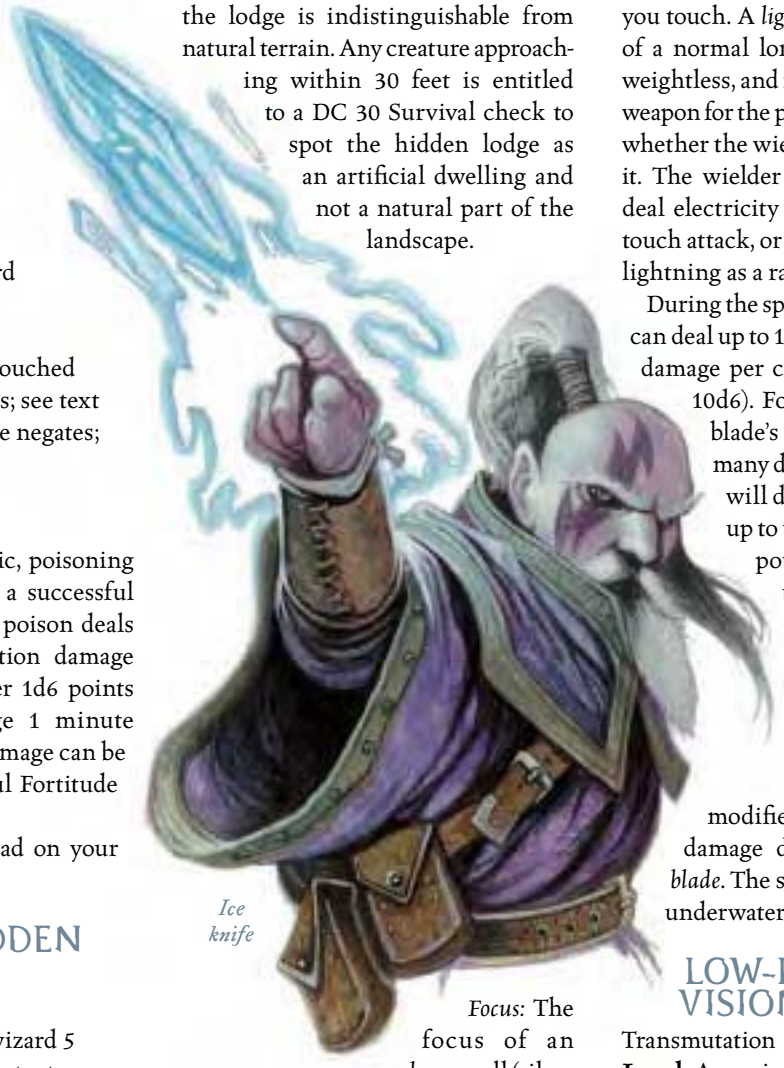
Focus: A tattoo of a toad on your skin.

LEOMUND'S HIDDEN LODGE

Conjuration (Creation)
Level: Bard 5, sorcerer/wizard 5
Components: V, S, F; see text
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 20-ft.-square structure
Duration: 24 hours
Saving Throw: None
Spell Resistance: No

As *Leomund's secure shelter* (see page 247 of the *Player's Handbook*), except that the hidden lodge is perfectly camouflaged to blend in with whatever terrain or surroundings are appropriate. It might appear as a house-sized boulder in a rocky or mountainous area, as a sand dune in the desert, as a densely tangled thicket, a grassy knoll, or even a mighty tree. The hidden lodge also obscures all telltale signs of habitation, including any smoke, light, or sound coming from within.

At any distance of more than 30 feet, the lodge is indistinguishable from natural terrain. Any creature approaching within 30 feet is entitled to a DC 30 Survival check to spot the hidden lodge as an artificial dwelling and not a natural part of the landscape.



Ice knife

Focus: The focus of an *alarm* spell (silver wire and a tiny bell), if this benefit is to be included in the hidden lodge (see the *Leomund's secure shelter* description for more information).

LIGHTNING BLADE

Evocation [Electricity]
Level: Wu jen 2
Components: V, S
Casting Time: 1 standard action
Target: Willing creature touched; see text
Effect: Swordlike blade; see text
Duration: 1 minute or until discharged
Saving Throw: None
Spell Resistance: Yes

When you cast this spell, a sword blade of crackling electrical energy appears in the hand of the willing creature you touch. A *lightning blade* is the size of a normal longsword but virtually weightless, and it is treated as a martial weapon for the purpose of determining whether the wielder is proficient with it. The wielder can use the blade to deal electricity damage with a melee touch attack, or to fire a 30-foot line of lightning as a ranged touch attack.

During the spell's duration, the blade can deal up to 1d6 points of electricity damage per caster level (maximum 10d6). For each attack roll, the blade's wielder decides how many dice of damage the blade will deal on a successful hit, up to the maximum damage potential remaining in the spell. On a successful attack, the blade deals the specified damage to the target. If the attack misses, the damage is lost.

The wielder's Strength modifier does not apply to any damage done with a *lightning blade*. The spell does not function underwater.

LOW-LIGHT VISION

Transmutation
Level: Assassin 1, ranger 1, sorcerer/wizard 1
Components: V, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The target creature gains low-light vision: the ability to see twice as far

Illus. by W. O'Connor

as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. The target retains the ability to distinguish color and detail under these conditions.

Arcane Material Component: A small candle.

MAGE ARMOR, GREATER

Conjuration (Creation) [Force]
Level: Sorcerer/wizard 3
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 hour/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: No

This spell functions like *mage armor,* except that its tangible field of force provides a +6 armor bonus to Armor Class.

Material Component: A tiny platinum shield worth 25 gp.

MAGNETISM

Transmutation
Level: Wu jen 3 (metal)
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: 1 round/level
Saving Throw: See text
Spell Resistance: No

A shimmering magnetic ray springs from your hand and pulls iron or steel objects to your grasp. Once per round on a successful ranged touch attack, the magnetic ray can draw an object toward you with an effective Strength score of 30 (and so can target items weighing up to 8,000 pounds). Any unattended and unsecured item flies directly and safely to your hand (or to the edge of your space if too large to be wielded), but drawing an item toward you that another creature is holding (such as a weapon) requires a successful disarm attempt (see page 155 of the *Player's Handbook*). You use the ray's Strength modifier (+10) in place of your own, and such attempts do not provoke attacks of opportunity, even if you use *magnetism* against a creature in an adjacent square, although casting the spell might still provoke attacks of opportunity. If you succeed on the disarm attempt, the weapon flies from your opponent's hand to your own.

Metal skin

If you target an item that is attended but not held, such as a weapon at someone's belt, the creature bearing the item gets a Reflex save to hang onto it, dropping whatever else is in one hand at the time unless it has a free hand. On a failed save, the item flies from the creature's hand to your own. Otherwise, make a disarm attempt as above.

If an item is secured in some way, you can make a Strength check (using the ray's +10 bonus) to break or burst whatever holds it.

Material Component: A piece of lodestone.

MELT

Evocation
Level: Wu jen 1 (fire)
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One 5-ft. cube of ice or 10-ft. cube of snow/level, or one cold creature/level
Duration: Instantaneous
Saving Throw: None or Fortitude half; see text
Spell Resistance: See text

This spell allows you to melt ice and snow, or to deal damage to cold creatures. The spell melts normal ice and snow automatically (no saving throw or spell resistance allowed); melted ice creates an equivalent volume of water that flows and spreads according to its location. Melted snow creates a volume of water equal to one-tenth its original volume (so that a 10th-level wu jen melting ten 10-foot cubes of snow would create a single 10-foot-cube volume of water in its place). In both cases, depending on the local temperature, melted ice or snow might begin to freeze again once the water stops flowing, possibly creating a movement hazard.

Against cold creatures, the spell deals 2 points of damage per caster level (maximum 10 points), or half damage on a successful Fortitude save. Against magically created ice or snow (like that generated by *wall of ice*), the spell deals the same damage (possibly smashing or breaching the ice) but does not melt it. Cold creatures apply spell resistance, if any.

Material Component: A few crystals of rock salt and a pinch of soot.

Illus. by F. Vohwinkel

METAL SKIN

Transmutation
Level: Wu jen 5 (metal)
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: None
Spell Resistance: Yes

When you cast this spell, the recipient's skin toughens and gleams as if metallic, and it gains a natural armor bonus of +8. The target becomes somewhat slow and stiff, taking a –2 penalty to Dexterity.

Material Component: A small piece of rhinoceros hide.

MINUTE FORM

Transmutation
Level: Wu jen 8
Components: V, S, M
Casting Time: 1 round
Range: Personal
Target: You
Duration: 1 minute

When you cast this spell, you shrink to Tiny, Diminutive, or Fine size, depending on your caster level). Your Strength, Dexterity, Constitution, size modifier to Armor Class and attack rolls, and space and reach all change as shown on the accompanying table. (You need not assume the smallest size you are capable of; you can choose to shrink only to a larger size if you wish.)

None of your ability scores can be reduced below 1 by this spell. All your equipment changes size with you, allowing you to use weapons or magic items effectively in your smaller form. See Table 2–3: Decreasing Weapon Damage by Size, page 28 of the *Dungeon Master's Guide*, to determine the damage dealt by any weapons carried when you cast *minute form*.

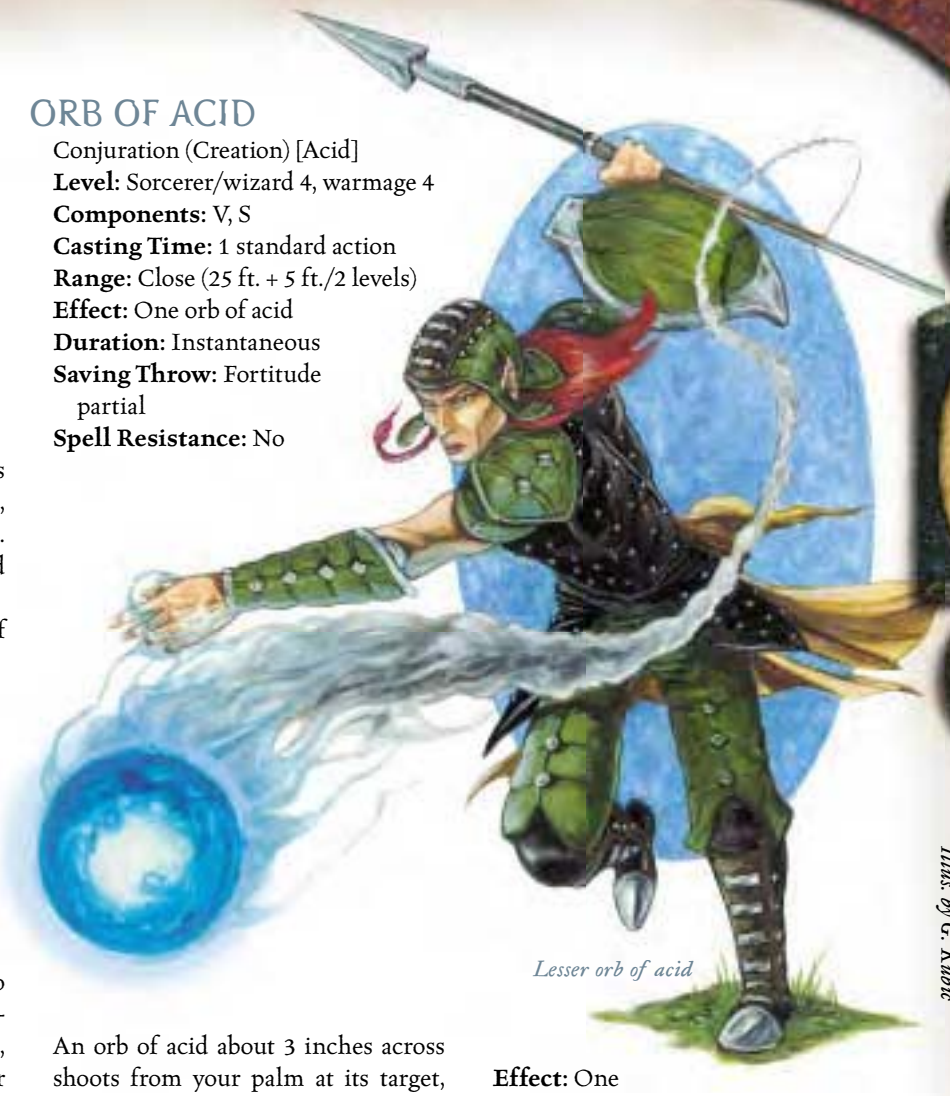
Material Component: A flea.

Minute Form

Caster Level	Size	Str	Dex	Con	AC/Atk Mod	Space/ Reach
15th–16th	Tiny (18 in.)	–8	+4	–2	+2	2-1/2 ft./0 ft.
17th–18th	Diminutive (9 in.)	–10	+6	–2	+4	1 ft./0 ft.
19th or higher	Fine (3 in.)	–10	+8	–2	+8	1/2 ft./0 ft.

ORB OF ACID

Conjuration (Creation) [Acid]
Level: Sorcerer/wizard 4, warmage 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One orb of acid
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: No



Lesser orb of acid

Illus. by G. Kubic

An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of acid damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and becomes sickened by the acid's noxious fumes for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

ORB OF ACID, LESSER

Conjuration (Creation) [Acid]
Level: Sorcerer/wizard 1, warmage 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One orb of acid
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

ORB OF COLD

Conjuration (Creation) [Cold]
Level: Sorcerer/wizard 4, warmage 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of cold
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: No

This spell functions like *orb of acid*, except that it deals cold damage. In addition, a creature struck by an *orb of cold* must make a Fortitude save or be blinded for 1 round instead of being sickened.

ORB OF COLD, LESSER

Conjuration (Creation) [Cold]
Level: Sorcerer/wizard 1, warmage 1
Effect: One orb of cold

This spell functions like *lesser orb of acid*, except that it deals cold damage.

ORB OF ELECTRICITY

Conjuration (Creation) [Electricity]
Level: Sorcerer/wizard 4, warmage 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One orb of electricity
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: No

This spell functions like *orb of acid*, except that it deals electricity damage. In addition, a creature wearing metal armor struck by an *orb of electricity* must make a Fortitude save or be entangled for 1 round instead of being sickened.

ORB OF ELECTRICITY, LESSER

Conjuration (Creation) [Electricity]
Level: Sorcerer/wizard 1, warmage 1
Effect: One orb of electricity

This spell functions like *lesser orb of acid*, except that it deals electricity damage.

ORB OF FIRE

Conjuration (Creation) [Fire]
Level: Sorcerer/wizard 4, warmage 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One orb of fire
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: No

Poison needles

Illus. by R. Spencer

This spell functions like *orb of acid*, except that it deals fire damage. In addition, a creature struck by an *orb of fire* must make a Fortitude save or be dazed for 1 round instead of being sickened.

ORB OF FIRE, LESSER

Conjuration (Creation) [Fire]
Level: Sorcerer/wizard 1, warmage 1
Effect: One orb of fire

This spell functions like *lesser orb of acid*, except it deals fire damage.

ORB OF FORCE

Conjuration (Creation) [Force]
Level: Sorcerer/wizard 4, warmage 4
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: One orb of force
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You create a globe of force 3 inches across, which streaks from your palm toward your target. You must succeed on a ranged touch attack to hit the target. The orb deals a total of 1d6 points of damage per caster level (maximum 10d6).

ORB OF SOUND

Conjuration (Creation) [Sonic]
Level: Sorcerer/wizard 4, warmage 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One orb of sonic energy
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: No

This spell functions like *orb of acid*, except that it deals 1d4 points of sonic damage per level (maximum 15d4). In addition, a creature struck by an *orb of sound* must make a Fortitude save or be deafened for 1 round instead of being sickened.

ORB OF SOUND, LESSER

Conjuration (Creation) [Sonic]
Level: Sorcerer/wizard 1, warmage 1
Effect: One orb of sonic energy

This spell functions like *lesser orb of acid*, except it deals 1d6 points of sonic damage, plus an additional 1d6 points of damage per two caster levels beyond 1st: 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level, and the maximum of 5d6 at 9th level or higher.

OTILUKE'S DISPELLING SCREEN

Abjuration
Level: Sorcerer/wizard 4
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Effect: Energy wall whose area is up to one 10-ft. square/level, or a sphere or hemisphere with a radius of up to 1 ft./level
Duration: 1 min./level (D)
Saving Throw: None
Spell Resistance: No

You create an opaque, immobile, shimmering screen of violet energy. Any spell effect operating on a creature or unattended object that passes through the screen is affected as by a targeted *dispel magic* at your caster level. Attended items that pass through are not affected by the screen, which is the only way the screen differs from a normal targeted casting of dispel magic—attended items are essentially not targeted by the screen. Make a caster level check (1d20 + 1 per caster level, maximum +10) to dispel spell effects (DC 11 + caster level) or suppress an unattended object's magical properties for 1d4 rounds (DC equal to the item's caster level). Spell effects not operating on objects or unattended creatures cannot pass through the screen. A *disintegrate* or successful *dispel magic* removes *Otiluke's dispelling screen*, while an *antimagic field* suppresses it.

Material Component: A sheet of fine lead crystal.

OTILUKE'S GREATER DISPELLING SCREEN

Abjuration
Level: Sorcerer/wizard 7

As *Otiluke's dispelling screen*, except that the maximum caster level bonus on the dispel check is +20.

PAIN

Necromancy
Level: Wu jen 4
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Targets: Up to 1 HD/level of creatures, no two of which can be more than 20 ft. apart
Duration: 1 minute
Saving Throw: Fortitude partial
Spell Resistance: Yes

The target creatures are struck by wracking pains and agony, giving them a –4 penalty on attack rolls, skill checks, and ability checks. A successful Fortitude save lessens this penalty to –2.

Material Component: A live leech.

PHANTASMAL ASSAILANTS

Illusion (Phantasm) [Fear, Mind-affecting]
Level: Sorcerer/wizard 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: Instantaneous
Saving Throw: Will disbelief (if interacted with), then Fortitude half; see text
Spell Resistance: Yes

You create phantasmal images of nightmare creatures in the target's mind, visible only as shadowy shapes to you and unseen by all others. If the target succeeds on an initial Will save, it recognizes that the images are not real, and the spell fails. If not, the phantasms strike the target, dealing 4 points of Wisdom damage and 4 points of Dexterity damage (2 points each on a successful Fortitude save). If the subject of a *phantasmal assailant* succeeds in disbelieving and is wearing a *helm of telepathy*, the spell can be turned back upon you with the same effect.

POISON NEEDLES

Transmutation
Level: Wu jen 4 (metal)
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: None and Fortitude negates; see text
Spell Resistance: Yes

A needle flicked from your fingers multiplies into a hail of needles that drip poison, striking a single target. If you hit with a normal ranged attack, the target takes 1d4 points of damage per caster level (maximum 5d4) and experiences an effect of your choice from the following.

- The target takes 1d8 points of Constitution damage immediately and another 1d8 points of Constitution damage 1 minute later. Each instance of damage can be negated with a separate Fortitude save.
- The target is paralyzed for 2d6 minutes. A successful Fortitude save negates the effect.
- The target takes 1d10 points of Dexterity damage immediately and another 1d10 points of Dexterity damage 1 minute later. Each instance of damage can be negated with a separate Fortitude save.

Material Component: A long metal needle.

PRISMATIC RAY

Evocation
Level: Sorcerer/wizard 5, warmage 5
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./ level)
Effect: Ray
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: Yes

A single beam of brilliantly colored light shoots from your outstretched hand. On a successful ranged touch attack, creatures with 6 Hit Dice or fewer are blinded for 2d4 rounds by the *prismatic ray* in addition to suffering a randomly determined effect (see the accompanying table).

Prismatic Ray

1d6	Color of Beam	Effect
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	80 points electricity damage (Reflex half)
4	Green	Poison (Kills; Fortitude partial, take 1d6 Con damage instead)
5	Blue	Turned to stone (Fortitude negates)
6	Indigo	Insane, as *insanity* spell (Will negates)

PROGRAMMED AMNESIA

Enchantment (Compulsion) [Mind-affecting]
Level: Sorcerer/wizard 9
Components: V, S, M
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

You can selectively destroy, alter, or implant memories in the target creature as you see fit. Casting the spell gives you access to all of the subject's thoughts and memories, allowing you to implement as many of the following specific effects as you like.

Memory Erasure: Any or all memories possessed by the subject can be erased, including knowledge of specific events, people, or places.

Memory Implant: You can create false memories in the subject's mind as you see fit. Memories of being friends with a hated enemy, events that didn't really take place, or betrayals by people the subject regards as friends could all be implanted.

Negative Levels: You can bestow a number of negative levels equal to 1/2 the subject's character level or less. This effect represents erasure of class knowledge and training. These negative levels never become permanent level loss, but they cannot be removed by spells such as *restoration*, remaining in effect as long as the subject is under the effect of this spell.

Persona Rebuilding: By erasing the subject's previous personality and implanting a false set of memories, you can build a new persona for the creature, altering its alignment, beliefs, values, and personality traits. Some class abilities are affected by alignment changes.

Programmed Trigger: You can program the subject to delay the onset of any of the above effects until a specific event takes place, such as the receipt of a coded message, capture by enemies, or arrival at some destination. Similarly, you could specify some or all of the alterations you create in a subject to be removed by a specific event.

The nature of *programmed amnesia* is such that a subject given new memories (whether willing or not) might be given cause to suspect that those memories are false, based on how complete your programming is. For example, a paladin subject to a persona rebuilding that changes his alignment to neutral loses his paladin abilities. Unless you impart a specific believable memory of why he changed alignment, the character will perceive this unexplained gap in his memory and might take steps (such as seeking a magical cure for his "amnesia") that could negate the spell's effect (see below).

Generally, your subject must be either willing to undergo the spell or restrained in some way so that it cannot leave or interfere with the casting. *Programmed amnesia* is normally permanent unless you care to specify events that will end the effect. Its effect can also be removed by a *greater restoration* or *wish* spell.

Material Component: A set of small crystal lenses set in gold loops worth 500 gp.

PROTECTION FROM CHARM

Abjuration
Level: Wu jen 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The recipient of this spell gains a resistance bonus of +1 per three caster levels (maximum +5) on any Will save against charm or compulsion spells or effects.

Material Component: Hair or some other small part of the body of a creature with an innate charm or dominate ability (such as a succubus or a vampire).

RAIN OF NEEDLES

Transmutation
Level: Wu jen 2 (metal)
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: Up to one creature/level
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

A needle flicked from your fingers multiplies into a hail of needles, raining down on all the targets you select. You make a normal ranged attack

against each target separately, and the needles deal 1d4 points of damage per caster level (maximum 5d4) divided up among the targets. Thus, a 4th-level wu jen can target a single creature with 4d4 points of damage, or two creatures with 2d4 points of damage each, and so forth.

Material Component: A long metal needle.

REANIMATION

Conjuration (Healing)
Level: Wu jen 7
Components: V, S, M, F
Casting Time: 1 round
Range: Touch
Target: Creature touched
Duration: 1 day/level
Saving Throw: None
Spell Resistance: Yes (harmless)

You restore a semblance of life to a deceased creature, putting the reanimated subject in a state of half life but not fully binding the soul back into the body. Creatures that have been dead no more than one day per caster level can be reanimated so long as their souls are free and willing to return (see Bringing Back the Dead, page 171 of the *Player's Handbook*). The reanimated creature has 1 hit point and can take only a single move action each round (and so is unable to attack, use spells, or activate magic items). Its speech (if it could speak while alive) is slow and slurred, and the creature's memory is cloudy, making it difficult for the subject to remember even the basic details of its past life. If left unwatched, the creature is prone to wander off randomly. It can gain temporary hit points but cannot increase its 1 hit point by means of a Constitution increase or any other method (though if it is wounded, healing can bring the creature back to 1 hit point again). The creature can be killed again (and reanimated again if possible), and can be restored to full life by any spell that would restore a fully dead creature to life (such as *raise dead*). As with *gentle repose*, time spent reanimated does not count against the time limit on raising the creature from the dead, and the reanimated body does not decay.

A reanimated creature is not undead, and it cannot be turned, harmed by positive energy or holy water, or healed by negative energy. A *greater restoration* spell fully restores the creature's memory but does not improve its physical state.

Material Component: A white shawl and incense.

Focus: A golden amulet shaped like a phoenix.

REAVING DISPEL

Abjuration
Level: Sorcerer/wizard 9
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./ level)
Target or Area: One spellcaster, creature, or object; or a 20-ft.-radius burst
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: No

Reaving dispel functions like *dispel magic*, except that the maximum caster level on your dispel check is +25 instead of +10, and (as with *greater dispel magic*) you have a chance to dispel any effect that *remove curse* can remove, even if *dispel magic* can't dispel that effect. When casting a targeted dispel or counterspell, you can choose to reave each spell you successfully dispel, stealing its power and effect for yourself. When making a targeted dispel, make a Spellcraft check (DC 25 + spell level) to identify the target spell or each ongoing spell currently in effect on the target creature or object.

Each spell you dispel with a targeted dispel can be reaved if you so desire, and the spell's effects are redirected to you, continuing as if cast on you by the original caster with no interruption to or extension of duration. Once you reave the spell, you identify it if you haven't done so already (see below). If the subject was the caster and the spell is dismissible, you can dismiss it as if you had cast it yourself. Likewise, if the subject was the caster and the spell requires concentration, you must concentrate to maintain the spell's effect as if you had cast it yourself.

You can still attempt to reave a spell you didn't identify with your Spellcraft check, but doing so can be risky if you don't know the specifics of the spell's effect. For example, if you fail to identity an ongoing spell effect on an enemy character and choose to reave anyway, you might find yourself under the influence of the *dominate person* effect that character was suffering from. Any spell resistance you might have has no effect against harmful spells you might inadvertently reave, but you get the same chance to save against those spell effects as the original target.

If you choose to reave a spell you have successfully counterspelled with *reaving dispel*, you seize control of the spell after the enemy caster completes it, and you can redirect the spell to whichever targets or area you wish (including the original caster, if appropriate). Again, you must make a Spellcraft check (DC 25 + spell level) to identify the spell you intend to reave, but you are free to choose to redirect a spell whose effects, range, and area you don't know. Note, though, that if its correct casting conditions aren't met (because you guess at an improper target or range, for example), the spell fails.

Reaving dispel can be used to cast an area dispel with the increased maximum caster level, but any magical effects so dispelled cannot be reaved.

RECIPROCAL GYRE

Abjuration
Level: Sorcerer/wizard 5
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./ level)
Target: One creature or object
Duration: Instantaneous
Saving Throw: Will half, then Fortitude negates; see text
Spell Resistance: No

You manipulate the magical aura of a creature or object, creating a damag-

ing feedback reaction of arcane power. The target takes 1d6 points of damage per spell level of each functioning spell or spell-like ability currently affecting it (maximum 25d6). For example, a creature who is *hasted* (3rd level), *flying* (3rd level), and protected by a *stoneskin* spell (4th-level wizard version) takes 10d6 points of damage (Will save for half). In addition, any creature that fails its save must then succeed on a Fortitude save or be dazed for 1d6 rounds.

Only spells specifically targeted on the creature in question can be used to create the backlash of a *reciprocal gyre*, so spells that affect an area (such as *invisibility sphere* and *solid fog*) can't be used to deal reciprocal damage to creatures within their area. Likewise, persistent or continuous effects from magic items can't be used to deal reciprocal damage, but targeted spell effects can be—for example, the magic of a *cloak of resistance* can't be used by *reciprocal gyre*, but a spell cast by a *wand of invisibility* could be.

Material Component: A tiny closed loop of copper wire.

REFUSAL

Abjuration
Level: Sorcerer/wizard 5
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./ level)
Effect: Two 10-ft. squares/level (S)
Duration: 1 hour/level
Saving Throw: Will negates; see text
Spell Resistance: Yes

You create a special ward that prevents unauthorized spellcasters or creatures with spell-like abilities from entering an area. Any creature that has spells prepared, spell slots available for casting without preparation, or innate spell-like abilities must succeed on a Will save or be halted by an invisible barrier that prevents passage. The DC of the Will save increases by a number equal to the spell level of the highest-level spell the creature has prepared or is capable of casting (so that a 10th-level sorcerer who hasn't yet exhausted his 5th-level spell slots for the day adds +5 to the save DC). You can choose to designate a password or special condition (such as character race, alignment, possession of a token, or any other observable or detectable characteristic) by which spellcasting characters and creatures can enter the *refusal*-warded area.

Creatures that have no spellcasting capability or spell-like abilities (including spellcasters who have exhausted their spell slots, and creatures with spell trigger or spell completion magic items) can pass through the barrier with no difficulty. Spellcasters and creatures that have spell-like abilities and that are already within the area you protect when you create the ward are not compelled to leave or restricted in their movement within it (and spells and spell-like abilities can pass through the barrier in either direction with no difficulty). However, if such creatures leave the area, they must succeed on saving throws as described above to return.

Creatures attempting to use any teleportation spell or effect to enter the warded area make the normal saving throw. They are shunted harmlessly to the nearest safe space outside the warded area if they fail.

Material Component: A pinch of dust from a wizard's tomb.

REPAIR CRITICAL DAMAGE

Transmutation
Level: Sorcerer/wizard 4

As *repair light damage*, except you repair 4d8 points of damage +1 point per caster level (maximum +20).

REPAIR LIGHT DAMAGE

Transmutation
Level: Sorcerer/wizard 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Construct touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

When laying your hand upon a construct that has at least 1 hit point remaining, you transmute its structure to repair the damage it has taken. The spell repairs 1d8 points of damage +1 point per caster level (maximum +5).

REPAIR MINOR DAMAGE

Transmutation
Level: Sorcerer/wizard 0

As *repair light damage*, except you repair 1 point of damage to a construct.

REPAIR MODERATE DAMAGE

Transmutation
Level: Sorcerer/wizard 2

As *repair light damage*, except you repair 2d8 points of damage +1 point per caster level (maximum +10) to a construct.

REPAIR SERIOUS DAMAGE

Transmutation
Level: Sorcerer/wizard 3

As *repair light damage*, except you repair 3d8 points of damage +1 point per caster level (maximum +15) to a construct.

RESIST ENERGY, MASS

Abjuration
Level: Cleric 3, druid 3, sorcerer/ wizard 4, wu jen 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature/level, no two of which can be more than 30 ft. apart
Duration: 10 min./level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

As *resist energy*, except that it affects all targeted creatures.

RESONATING BOLT

Evocation [Sonic]
Level: Bard 4, sorcerer/wizard 3
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Area: 60-ft. line
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

You unleash a tremendous bolt of sonic energy from your open hand, dealing 1d4 points of sonic damage per caster level (maximum 10d4) to each creature within its area. In addition, a *resonating bolt* deals full damage to objects and can easily shatter or break interposing barriers. If the bolt destroys a barrier, it can continue beyond it if its range permits; otherwise, it stops.

RING OF BLADES

Conjuration (Creation)
Level: Cleric 3, warmage 3
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level

This spell conjures a horizontal ring of swirling metal blades around you. The ring extends 5 feet from you, into all squares adjacent to your space, and it moves with you as you move. Each round at the end on your turn, starting the round in which you cast the spell, the blades deal 1d6 points of damage +1 point per caster level (maximum +10) to all creatures in the affected area.

The blades conjured by a lawful-aligned cleric are cold iron, those conjured by a chaotic-aligned cleric are silver, and those conjured by a cleric who is neither lawful nor chaotic are steel.

Material Component: A small dagger.

SCALES OF THE LIZARD

Transmutation
Level: Wu jen 1
Components: V, S, F
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute

Ring of blades

When you cast this spell, your skin toughens and shimmers as if covered with scales. You gain a +2 enhancement bonus to your natural armor bonus, increasing to +3 at 6th level, +4 at 9th level, and +5 at 12th level or higher. The enhancement bonus provided by *scales of the lizard* stacks with your own natural armor bonus (if any), but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0, much as a character wearing only normal clothing has an armor bonus of +0.

Focus: A tattoo of a lizard on your skin.

SECRET SIGNS

Enchantment [Mind-Affecting]
Level: Wu jen 1
Components: F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One intelligent creature
Duration: 1 round
Saving Throw: None
Spell Resistance: Yes (harmless)

Using nonverbal means, you can communicate a simple message to one other intelligent creature within range. By simply waving a hand, placing a scroll on a table, raising an eyebrow, or making any other sign, the spell allows the target to understand any complete thought of twenty-five words or less, so long as you and the target could normally communicate. You can't send a verbal message if you don't speak the target's language, but can transmit a simple emotional appeal (such as "help" or "danger") that the recipient knows is from you. You can use this spell even if you are bound and gagged, so long as the focus is on your person.

Focus: A small glass cone.

SERVANT HORDE

Conjuration (Creation)
Level: Sorcerer/wizard 5, wu jen 5
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Invisible, mindless, shapeless servants
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

Illus. by M. Phillippi

This spell creates a number of *unseen servants* (see page 297 of the *Player's Handbook*), up to a maximum of 2d6 +1 servant per level (maximum +15).

Material Component: A small stick crossbar to which many lengths of knotted thread are attached.

SHADOW BINDING

Illusion (Shadow)
Level: Sorcerer/wizard 3
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 10-ft.-radius burst
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

You cause a multitude of ribbonlike shadows to instantaneously explode outward from the target point. Creatures in the area that fail a Will save are dazed for 1 round and are subsequently entangled. Breaking free of the *shadow binding* requires a DC 20 Strength check or Escape Artist check, taken as a full-round action.

Material Component: A few links of iron chain.

SIGN OF SEALING

Abjuration
Level: Sorcerer/wizard 3
Components: V, S, M
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One door, chest, or portal up to 30 sq. ft./level in size
Duration: Permanent
Saving Throw: Reflex half; see text
Spell Resistance: No

You seal a door, chest, or similar closure with a prominent magical sigil that bars entry and prevents opening. A door or object protected by this spell can be opened only by breaking (add 10 to the normal break DC) or by the use of *knock* or *dispel magic*. If the door or object is forced open by any means (magical or physical), the *sign of sealing* deals 1d4 points of damage per caster level (maximum 10d4) in a 30-foot radius (Reflex half).

A *knock* spell doesn't negate or automatically bypass a *sign of sealing*, but will suppress the sign for 10 minutes on a successful caster level check (DC 11 + the caster level of the sign's creator). A *sign of sealing* is a magical trap that can be disarmed with a successful DC 28 Disable Device check. You can pass your own sign safely, and it remains set behind you.

Material Component: A crushed emerald worth 100 gp.

SIGN OF SEALING, GREATER

Level: Sorcerer/wizard 6
Components: V, S, M
Casting Time: 10 minutes

This spell functions like *sign of sealing*, except that it can also be used to seal an open space (such as a corridor or an archway), creating a magical barrier of force that repels any creature attempting to pass. In addition, doors and objects protected by a *greater sign of sealing* are strengthened, increasing their hardness by 10 and gaining 5 hit points per caster level. Any object protected by the sign is treated as a magic item for the purpose of making saving throws and gains a +4 resistance bonus on all saves. If its seal is broken, a *greater sign of sealing* deals 1d6 points of damage per caster level (maximum 20d6) in a 40-foot radius (Reflex half).

A *greater sign of sealing* cannot be passed with a *knock* spell, but it can be dispelled (DC 15 + the caster level of the sign's creator). It can be disarmed with a successful DC 31 Disable Device check.

Material Component: A crushed emerald worth at least 500 gp.

SMOKE LADDER

Transmutation
Level: Wu jen 1 (fire)
Components: V, S, F
Casting Time: 1 round
Range: Touch
Effect: A ladder of smoke
Duration: 1 min./level (D)
Saving Throw: None
Spell Resistance: No

You create a misty ladder up to 10 feet long per caster level, shaped from the smoke given off by a fire as you cast the spell. A *smoke ladder* weighs virtually nothing and can be easily handled at any length. Always steady and rigid, the ladder needs no support or object to lean against, but can simply be placed in the desired position and climbed.

By casting the spell again on an existing *smoke ladder* before it dissipates, you can reset its duration.

Focus: A large fire of green wood.

SNAKE DARTS

Transmutation
Level: Wu jen 4
Components: V, S, F
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Targets: One or two creatures
Duration: Instantaneous; see text
Saving Throw: Fortitude partial; see text
Spell Resistance: Yes

When you cast this spell, your snake tattoos (the spell's focus) transform into real poisonous snakes that fly from you to the target or targets you select, striking like darts. The snakes always hit, dealing 3d6 points of damage each. The poison each snake carries deals 1d6 points of Constitution damage immediately and another 1d6 points of Constitution damage 1 minute later. Each instance of ability damage can be negated by a successful Fortitude save.

After striking the targets, the living snakes fly back to you and must be swallowed before you can cast the spell again. Swallowing the snakes is a standard action that causes you no harm and does not provoke attacks of opportunity. Once they are swallowed, the tattoos reappear immediately on your arms.

Focus: Two snake tattoos on your skin, usually one coiled around each forearm.

SPHERE OF ULTIMATE DESTRUCTION

Conjuration (Creation)
Level: Sorcerer/wizard 9
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./ level)
Effect: 2-ft.-radius sphere
Duration: 1 round/level (D)
Saving Throw: Fortitude partial; see text
Spell Resistance: Yes

You conjure a featureless black sphere of nothingness that disintegrates virtually anything it touches. The sphere flies up to 30 feet per round, and you must make a ranged touch attack against the single creature or object you wish to target. The sphere stops moving during the round when it attacks, and you must actively direct it to a new target as a move action.

When struck by the sphere, a target takes 2d6 points of damage per caster level (maximum 40d6). Any creature reduced to 0 or fewer hit points by this spell is disintegrated, leaving behind only a trace of fine dust (though its equipment is unaffected). When used against an object, the sphere disintegrates as much as one 10-foot cube of nonliving matter. A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature or object to 0 or fewer hit points, it is disintegrated.

The effects of the sphere count as a *disintegrate* spell for the purpose of destroying a *wall of force* or any other spell or effect specifically affected by *disintegrate*. If the sphere exceeds the spell's range, it winks out.

Material Component: A pinch of dust from a disintegrated creature.

SPIRIT BINDING

Conjuration (Calling) [see text for *lesser spirit binding*]
Level: Wu jen 6
Targets: Up to 16 HD worth of spirits, no two of which can be more than 30 ft. apart when they appear

As *lesser spirit binding*, except you can attempt to call and trap one or more spirit creatures of the same type whose Hit Dice total no more than 16. If you call multiple spirits, each gets its own saving throw, makes independent attempts to escape, and must be individually persuaded to aid you.

SPIRIT BINDING, LESSER

Conjuration (Calling) [see text]
Level: Wu jen 4
Components: V, S
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels); see text
Target: One spirit of up to 8 HD
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

This spell functions as *lesser planar binding* (see page 262 of the *Player's Handbook*), except that it allows you to call and trap a single spirit creature of up to 8 Hit Dice.

When you use a calling spell to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it becomes a spell of that type.

SPIRIT BINDING, GREATER

Conjuration (Calling) [see text for *lesser spirit binding*]
Level: Wu jen 8
Targets: Up to 24 HD worth of spirits, no two of which can be more than 30 ft. apart when they appear

As *lesser spirit binding*, except you can attempt to call and trap one or more spirit creatures of the same type whose Hit Dice total no more than 24. If you call multiple spirits, each gets its own saving throw, makes independent attempts to escape, and must be individually persuaded to aid you.

SPIRIT NEEDLE

Transmutation
Level: Wu jen 6 (metal)
Components: V, S, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One spirit creature
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

A needle flicked from your fingers magically penetrates a spirit creature's aura. If you hit with a normal ranged attack, the spirit loses the protective benefits of being incorporeal and is held in place (losing any Dexterity bonus to Armor Class and giving attackers a +4 bonus on attack rolls against it). Though the spirit cannot move for the duration of the spell, it can still take standard and full-round actions (including attacks). A pinned spirit is unable to use any supernatural or spell-like ability that would transport it from its current location (such as *dimension door* or *teleport*) or alter its substance or state (such as *gaseous form* or *ethereal jaunt*). The spirit cannot remove the needle that pins it in place, but another creature can do so as a standard action.

Focus: A long metal needle.

SPIRIT SELF

Necromancy
Level: Wu jen 5
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute (D)

You can send your spirit outside yourself in an incorporeal form while maintaining some semblance of life within your physical body. Your spirit is treated as an incorporeal creature for the purposes of determining movement, special qualities, and weaknesses, and has a speed of 90 feet but cannot move more than 200 feet from your body. In your spirit form, a spellcaster using *commune with lesser spirit* or *commune with greater spirit* can contact

you, and you can cast spells that have only verbal components. You cannot attack physically or otherwise affect the physical world, and you can return your spirit to your body on your turn as a standard action.

While you function in your spirit form, your body assumes a half-awake state, able to take only one move action per round, losing its Dexterity bonus to Armor Class (if any), and granting its foes a +2 bonus on attack rolls against it. Within 5 feet of your body, you can command it to take simple actions such as walking, talking (in a slow, slurred fashion), or eating. Damage taken by either your spirit or your body is subtracted from your hit point total, and if you are reduced to 0 or fewer hit points, you die. Likewise, you die if your body moves more than 200 feet from your spirit form and you cannot follow (while under the effects of a *spirit needle*, for example), or if you are otherwise prevented from returning to your body when the spell ends.

Material Component: A small prayer wheel.

SPIRITWALL

Necromancy [Fear, Mind-Affecting]
Level: Sorcerer/wizard 5
Components: V, S, M
Casting Time: 1 standard action
Effect: Swirling wall whose area is up to one 10-ft. square/level, or a sphere or hemisphere with a radius of up to 1 ft./level
Duration: 1 min./level (D)
Saving Throw: None
Spell Resistance: No

This spell creates an immobile, swirling mass of greenish-white forms resembling tortured spirits. One side of the wall, selected by you, emits a low groaning that causes creatures within 60 feet of that side to make a Will save or flee in panic for 1d4 rounds. Any living creature that merely touches the wall takes 1d10 points of damage, as above, and must make a successful Fortitude save or gain one negative level.

The barrier is semimaterial and opaque, providing cover and total concealment against physical attacks, and it blocks magical effects (including spells, spell-like abilities, and supernatural abilities).

Material Component: A clear cut gemstone.

STEAM BREATH

Evocation [Fire]
Level: Wu jen 3 (water)
Components: V, S, M
Casting Time: 1 round
Range: 30 ft.
Area: Cone
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

You expel a powerful breath of superheated steam that extends outward as a cone of scalding mist. Creatures within the cone take 1d6 points of fire damage per caster level (maximum 10d6). The steam clouds dissipate instantly after the damage is dealt.

Material Component: A glowing piece of charcoal doused with water.

STONY GRASP

Transmutation [Earth]
Level: Sorcerer/wizard 3
Effect: Animated stone arm
Duration: 1 round/level

As *earthen grasp* (see page 104), except the stony arm can appear from any natural surface, including unworked rock, earth, mud, grass, or sand. The stone arm has AC 18, hardness 8, and 4 hit points per caster level.

Material Component: A miniature hand sculpted from stone.

SUMMON ELEMENTAL MONOLITH

Conjuration (Summoning) [see text]
Level: Cleric 9, druid 9, sorcerer/wizard 9, wu jen 9
Components: V, S, M/DF
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Effect: One summoned elemental monolith
Duration: Concentration, up to 1 round/level (D)
Saving Throw: None
Spell Resistance: No

You conjure a tremendously powerful creature known as an elemental monolith (see page 156). It appears at the spot you designate and acts immediately on your turn, attacking your opponents to the best of its ability. If you speak the elemental monolith's language and are close enough to communicate with it, you can direct it not to attack, to attack particular enemies, or to perform other actions. The monolith can't be summoned into an environment hostile to it in any way (for example, you couldn't summon a fire monolith underwater or an earth monolith high in mid-air).

When you use a summoning spell to summon an air, earth, fire, or water creature, it becomes a spell of that type.

Arcane Material Component: A gem worth 100 gp—aquamarine for air, tourmaline for earth, garnet for fire, or pearl for water.

SUMMONING WIND

Transmutation
Level: Wu jen 5
Components: V, S
Casting Time: 10 minutes
Range: 10 miles/level
Targets: Up to 10 creatures/level
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You send a message or sound on the wind to a number of specific creatures that you identify while casting the spell. You need not directly know the recipients, but you must be able to distinguish them by their location, position, or some feature other than race or character class. For example, you could send a *summoning wind* to the soldiers of your palace guard or to

the governors of all the provinces in the empire, provided you know that such characters exist.

You can prepare the spell to bear a message of up to twenty-five words, cause the spell to deliver any other normal sounds for 1 round, or merely have a *summoning wind* seem to be a mysterious stirring of the air. The wind travels to each recipient provided that it can find a way from you to their locations (the wind can travel around virtually any obstacle, but can't pass through closed portals or windows, regardless of whether they're airtight). You choose its speed (from as slow as 1 mile per hour to as fast as 1 mile per 10 minutes), but the *summoning wind* is as gentle and unnoticed as a zephyr until it reaches the recipients, where it delivers its whisper-quiet message and dissipates.

As with *magic mouth*, a *summoning wind* cannot speak verbal components, use command words, or activate magical effects.

SUPERIOR INVISIBILITY

Illusion (Glamer)
Level: Sorcerer/wizard 9
Components: V, S
Casting Time: 10 minutes
Range: Personal or touch
Target: You or a creature or object weighing no more than 100 lb./level
Duration: 1 hour/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: No

This powerful glamer functions like *invisibility*, except that it masks image, scent, and sound alike, concealing the subject from all senses except touch and taste. As with *greater invisibility*, this spell doesn't end if the subject attacks. While invisible, the subject exudes no scent and radiates a silence that absorbs all sound and vibration in a 5-foot radius, preventing detection by tremorsense and similar abilities, as well as preventing speech and the casting of spells with somatic components (though the subject remains able to detect scents and can hear as normal).

Superior invisibility renders the recipient immune to detection by *see invisibility*, *faerie fire*, *glitterdust*, *invisibility purge*, *dust of appearance*, and the blindsense ability, though creatures under the effect of the spell can be detected by *true seeing* or the blindsight ability. Certain mundane conditions (such as leaving footprints) can also render a subject detectable.

Stony grasp

Illus. by J. Miracola

SWIM

Transmutation [Water]
Level: Druid 2, sorcerer/wizard 2, wu jen 2 (water)
Components: V, S, M
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell gives the recipient a swim speed like any aquatic creature (though not the ability to breathe water or hold one's breath beyond normal limits). So long as the creature isn't carrying more than a light load, it can swim at its normal speed without making Swim checks. It also gains a +8 competence bonus on any Swim checks to perform special actions or

avoid hazards, though it still takes the normal penalty for weight carried (–1 per 5 pounds). The recipient can choose to take 10 on swim checks, even if rushed or threatened, and can use the run action while swimming if it swims in a straight line.

If the creature is carrying more than a light load, it must make Swim checks to move (taking the normal penalty for weight carried), but all other benefits and bonuses of the spell still apply.

Material Component: A goldfish scale.

SWORD OF DARKNESS

Necromancy [Evil]
Level: Sorcerer/wizard 7, wu jen 7
Components: V, S, M
Effect: Black blade of negative energy

This spell functions as *sword of deception*, except you cause a black blade of pure negative energy to appear and attack opponents at a distance, as directed by you. A *sword of darkness* bestows one negative level on each successful hit against a living creature, threatens a critical hit on a roll of 19–20, and bestows an additional negative level on a critical hit. Negative levels usually have a chance of permanently draining the subject's levels, but the negative levels from *sword of darkness* don't last long enough to do so. However, if the subject gains at least as many negative levels as it has Hit Dice, it dies.

If the sword strikes an undead creature, it grants that creature 5 temporary hit points per two caster levels (maximum 25 temporary hit points) that last for up to 1 hour.

Material Component: A katana, bastard sword, or longsword, which is shattered against a stone while casting the spell.

SWORD OF DECEPTION

Evocation
Level: Sorcerer/wizard 5, wu jen 5
Components: V, S, F
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./ level)
Effect: Pale green blade of force
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes

You cause a blade of pale green force to appear and strike the opponent you designate, starting with one attack in the round when the spell is cast and continuing each round thereafter. Though it makes regular melee attacks, the sword strikes as a spell, not a weapon (and so can strike incorporeal creatures). A *sword of deception* always strikes from your direction, and so it can't be used to flank along with your regular attack, but it could flank along with your allies.

The blade attacks with a base attack bonus equal to your caster level, dealing 1d4 points of damage per hit and threatening a critical hit on a roll of 19–20. In addition, each successful hit provides a –1 penalty on the target's next saving throw roll (–2 on a successful critical hit). This penalty is cumulative (to a maximum of –5 on a single creature) and lasts until the creature is forced to make a saving throw in a dangerous situation or receives the benefit of a *remove curse* spell.

Each round, a *sword of deception* continues to attack the previous round's target unless you use a standard action to switch it to a new target within range. On any round when the weapon switches targets, it gets one attack as a standard action (as it does in the round when the spell is cast). The weapon can make multiple attack rolls against a single target with a full attack action if its base attack bonus permits. A *sword of deception* cannot be attacked or damaged (though it can be dispelled as any other spell).

If an attacked creature has spell resistance, make a caster level check the first time the sword attacks. If successful, the sword can attack that creature with normal effect for the duration of the spell. If not, the *sword of deception* is dispelled. If it goes beyond the spell range or out of your sight, the *sword of deception* returns to you and hovers.

Focus: A miniature replica of a sword and a set of loaded dice.

TERRA COTTA LION

Transmutation
Level: Wu jen 5 (earth)

As *terra cotta warrior*, but the spell animates a statuette of a foo lion (a celestial dire lion) into a Huge animated object (Huge construct, 90 hp, AC 13, hardness 6, speed 30 ft., attack slam +9, damage 2d6+7). As with *terra cotta warrior*, the lion has none of the animated object attack forms given in the *Monster Manual*.

Focus: A terra cotta statue of a foo lion, up to 1 foot tall and costing 10 gp.

TERRA COTTA WARRIOR

Transmutation
Level: Wu jen 3 (earth)
Components: V, S, F
Casting Time: 1 standard action
Range: Touch
Target: One statuette touched
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

This spell turns an innocuous statuette of decoration and devotion into a full-sized warrior, ready to fight your foes. The statuette becomes a Medium animated object (Medium construct, 35 hp, AC 14, hardness 6, speed 40 ft., attack slam +2, damage 1d6+1) that attacks a specified target on your turn as directed by you. You can change the designated target as a move action (as if directing an active spell). The statuette can be reused if the terra cotta warrior remains intact at the end of the spell, but if the warrior is reduced to 0 or fewer hit points, it crumbles to powder and the statuette is lost.

See page 13 of the *Monster Manual* for full information on animated objects, but the *terra cotta warrior* has none of the given attack forms.

Focus: A terra cotta statue of a warrior, up to 6 inches tall and costing 1 gp.

THORNSKIN

Transmutation
Level: Druid 3, wu jen 3 (wood)
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level

Your skin sprouts thorns when this spell is cast, increasing the damage you deal with an unarmed strike and making you difficult to grab. As well as dealing lethal damage on an unarmed strike (if you don't already do so), you deal an extra 1d6 points of piercing damage (so that a human under the effect of *thornskin* would deal 1d3 points of bludgeoning damage plus 1d6 points of piercing damage with an unarmed strike). In addition, any creature that hits you with a natural weapon or unarmed strike (including all successful grapple checks) takes 5 points of piercing damage.

Material Component: A thorn.

TRANSFIX

Enchantment (Compulsion) [Mind-Affecting]
Level: Sorcerer/wizard 6, wu jen 6
Components: V, S, M
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Area: One or more humanoids within a 10-ft.-radius emanation
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell causes any Medium or smaller humanoids within the area of the spell to become paralyzed. When casting the spell, you must specify a condition that will end it ("Wait here until the dragon arrives"), even if that condition can never feasibly be met ("Stay here until the sun shines at night"). Subjects in the area that fail their saves immediately become aware of the condition, but they cannot communicate it due to their paralyzed state (although someone could use a spell such as *detect thoughts* to ascertain the condition). For every hour the creatures are transfixed before the condition is met, they are allowed another saving throw to break free of the spell's effect.

So long as the spell operates, any Medium or smaller humanoid that enters its area must make a successful saving throw or become transfixed with the same exit conditions (they too become aware of the exit conditions on becoming transfixed). Likewise, any creatures removed from the area are freed from the spell's effects.

Material Component: A drop of pine resin.

TRANSMUTE ROCK TO LAVA

Transmutation [Earth, Fire]
Level: Druid 9, sorcerer/wizard 9, wu jen 9
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: One 10-ft. cube
Duration: Instantaneous
Saving Throw: Reflex half; see text
Spell Resistance: No

You transform natural, uncut, or unworked rock of any sort into an equal volume of red-hot molten lava. All creatures in the spell's area who make a successful Reflex save take 2d6 points of

Transmute rock to lava

Illus. by J. Miracola

fire damage provided they can physically escape the area on their next turn. Creatures that fail their save, or those unable to escape the area, take 20d6 points of fire damage for each round they remain in the area. Creatures in the lava have their speed reduced to 5 feet and take a –2 penalty on attack rolls and to Armor Class. Even after leaving the area of the spell, creatures that were exposed to the lava take half damage (either 1d6 or 10d6) for an additional 1d3 rounds.

If *transmute rock to lava* is cast upon the ceiling of a cavern or tunnel, the lava falls to the floor and spreads out in a 15-foot-radius pool at a depth of approximately 1-1/2 feet. The rain of lava deals 2d6 points of fire damage and 1d6 points of bludgeoning damage to anyone caught directly beneath (Reflex half). In addition, creatures take 2d6 points of fire damage each round when they are caught in the area of the pool, then 1d6 points of fire damage for 1d3 rounds after they escape.

While constructions of worked stone can't be targeted with this spell, casting it on unworked stone below or adjacent to such structures does 10d6 points of fire damage per round to any part of the structure in contact with the lava. Wooden structures in contact with lava instantly burst into flame.

The lava cools naturally from its surface toward its center, and it no longer deals fire damage after 2d6 hours as it slowly reverts to stone. Though a 15-foot-radius pool can take as long as two days to completely cool, the core of a 10-foot cube of lava might remain molten for a month or more.

Magical or enchanted stone is not affected by the spell.

UNLUCK

Divination
Level: Bard 4, sorcerer/wizard 4
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

When you cast this spell, you negatively influence the randomness of fortune for the target. Whenever the affected creature undertakes an action involving random chance (specifically, whenever any die roll is made for the creature, including attack rolls, damage rolls, and saving throws), two separate rolls are made and the worse result applied.

A creature carrying a *stone of good luck* is immune to the effect of *unluck*, but the stone's effects do not function for the duration of the spell if the creature fails its save.

Material Component: A piece of a broken mirror.

VITRIOLIC SPHERE

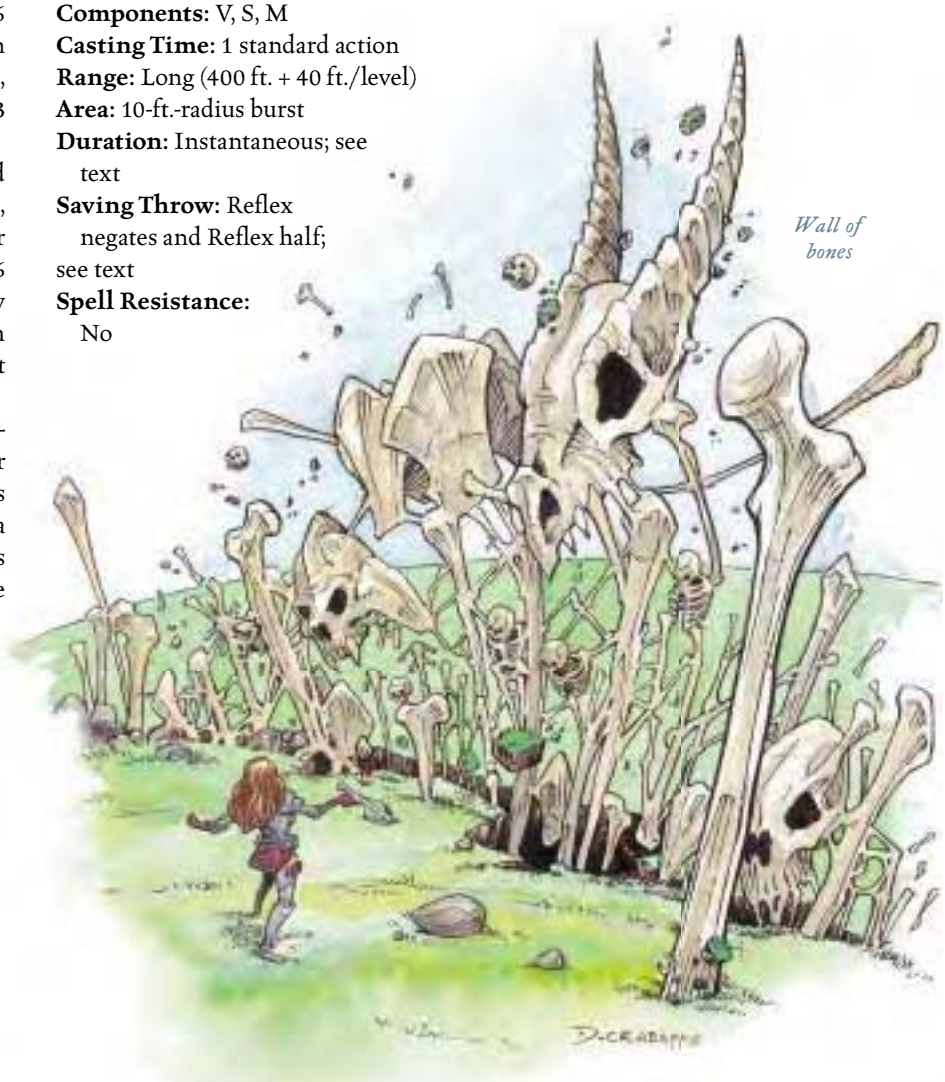
Conjuration (Creation) [Acid]
Level: Sorcerer/wizard 5, wu jen 5
Components: V, S, M
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: 10-ft.-radius burst
Duration: Instantaneous; see text
Saving Throw: Reflex negates and Reflex half; see text
Spell Resistance: No

You conjure a sizzling emerald sphere that drenches all within the area with a potent acid. Affected creatures take 1d4 points of acid damage per caster level (maximum 15d4) and must succeed on a Reflex save or risk taking damage in the following 2 rounds (6d4 points of damage in the second round and 3d4 points of damage in the third round). Both rounds of continuing damage are subject to Reflex saves for half damage; if an affected creature succeeds on its second Reflex save, it takes no acid damage in the third round.

Material Component: A tiny glass vial filled with aqua regia.

WALL OF BONES

Conjuration (Creation)
Level: Wu jen 4
Components: V, S, M



Wall of bones

Illus. by D. Crabapple

Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./ level)
Effect: Wall whose area is up to one 10-ft. square/level
Duration: 10 minutes
Saving Throw: None
Spell Resistance: No

This spell causes a wall of bones to erupt from the earth. The wall can be whatever shape you desire as long as its base is solidly on the ground, but it cannot be conjured so that it occupies the same space as a creature or another object. Though solid, the wall has many small openings and gaps, and creatures on either side have cover and concealment against attacks from the opposite side.

A *wall of bones* can be passed through as a full-round action, but its sharp spikes and edges deal 1d8 points of damage to any Small or Medium creature that attempts to do so. Small creatures can slip and wriggle through the wall at will, but a Medium creature must make a successful DC 20 Escape Artist check. Failure means that a creature takes damage as normal and becomes stuck in the wall. It must make another move attempt the following round to either pass through the wall or pull back from it (taking damage from the movement either way). Tiny or smaller creatures can slip freely through the wall at half speed, and Large or larger creatures cannot pass through it but might be able to break through (see below) or climb over, taking no damage. Any creature trapped in the wall can choose to remain motionless until the spell expires to avoid taking any more damage.

The wall is 6 inches thick per caster level. Each 5-foot square has 10 hit points per 6 inches of thickness, but the wall takes only half damage from slashing or piercing weapons. A creature can make a Strength check (DC 15 + 2 per caster level, maximum + 10) to break through the wall with a single attack.

The wall is composed of bones of many different types of creatures, fused at bizarre angles, but it cannot be animated by an *animate dead* spell nor communicated with via *speak with dead*.

Material Component: A withered tree branch taken from a cemetery.

WALL OF GLOOM

Illusion (Shadow) [Darkness, Fear, Mind-Affecting]
Level: Sorcerer/wizard 2, wu jen 2
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./ level)
Effect: Semiopaque sheet of darkness up to 40 ft. long, or a ring of darkness with a radius of up to 15 ft.; either form 20 ft. high
Duration: Concentration + 1 round/ level
Saving Throw: Will negates; see text
Spell Resistance: Yes

You create a barrier of ominous shadow that obscures vision and deters passage. Creatures in squares adjacent to the wall have concealment against attacks from the other side, while creatures more than 1 square away have total concealment. Although the wall is not substantial, a creature with 6 or fewer Hit Dice must succeed on a Will save or be halted at its edge, ending its move action (though a creatures can move away from the wall or attempt to move through again if it has a second move action available). A creature can attempt to pass the wall any number of times, but each previous failure imposes a cumulative –1 penalty on its Will save.

Wall of gloom counters or dispels any *light* spell of equal or lower level.

Material Component: A bit of fleece from a black sheep.

WATER TO POISON

Transmutation
Level: Wu jen 4 (water)
Components: V, S, M
Casting Time: 1 round
Range: Touch
Target: One ounce of water/level
Duration: Instantaneous
Saving Throw: None; see text
Spell Resistance: No

This spell transforms a volume of water into an equal volume of colorless, tasteless, ingested poison with a save DC equal to the spell's DC. When ingested, the poison deals 1 point of Constitution damage followed by 1d8 points of Constitution damage 1 minute later. A successful Will save can negate each instance of damage. A single swallow (1 ounce) of poison is enough to affect a single creature; drinking more does not increase the effect.

Material Component: The fang of a poisonous snake and a bloodstone worth at least 50 gp.

WHIRLING BLADE

Transmutation
Level: Bard 2, sorcerer/wizard 2, warmage 2
Components: V, S, F
Casting Time: 1 standard action
Range: 60 ft.
Effect: 60-ft. line
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

As you cast this spell, you hurl a single slashing weapon at your foes, magically striking at all enemies along a line to the extent of the spell's range. You make a normal melee attack, just as if you attacked with the weapon in melee, against each foe in the weapon's path, but you can choose to substitute your Intelligence or Charisma modifier (as appropriate for your spellcasting class) for your Strength modifier on the weapon's attack rolls and damage rolls. Even if your base attack bonus would normally give you multiple attack rolls, a *whirling blade* gets only one attack (at your best attack bonus) against each target. The weapon deals damage just as if you had swung it in melee, including any bonuses you might have from ability scores or feats.

No matter how many targets your weapon hits or misses, it instantly and

unerringly returns to your hand after attempting the last of its attacks.

Focus: A slashing melee weapon that the caster hurls.

WITHERING PALM

Necromancy
Level: Cleric 7, wu jen 7
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

Your successful melee touch attack deals 1 point of Strength damage and 1 point of Constitution damage per two caster levels to the target (maximum of 15 points each). If you score a critical hit, the subject takes ability drain instead.

WOOD ROT

Transmutation
Level: Druid 5, wu jen 5 (wood)
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: One nonmagical wooden object or a volume of wood; or one plant creature
Duration: Instantaneous or 1 round/level; see text
Saving Throw: None
Spell Resistance: No

When you cast this spell, an insidious rot immediately taints any wooden object or plant creature you touch. Any unattended nonmagical wooden item smaller than 6 feet in diameter, or a 3-foot-radius volume of a larger wooden object (such as a wooden door), is instantly destroyed by *wood rot*.

In combat, you can use the spell to attempt to sunder any wooden or wooden-hafted weapon; the weapon or its wooden portion is destroyed on a successful melee touch attack. Attempting to sunder a weapon generally provokes attacks of opportunity, and *wood rot* has no effect on wooden or wooden-hafted weapons that strike you, even if you hold the charge. Against wooden shields or armor, you also make a melee touch attack. Targets too large to be destroyed outright take a –1d6 penalty to their bonus to Armor Class on a successful hit and are rendered unusable if the penalty exceeds the bonus. Any attack against a wooden object discharges the spell, and wooden magic items are immune to the effect of *wood rot*.

Against plant creatures, *wood rot* deals 3d6 points of damage +1 point per caster level (maximum +15) on a successful attack. Against plant creatures only, the spell lasts for 1 round per level, and you can make one melee touch attack per round. Once it is used to make an attack against a plant creature, *wood rot* cannot be used to attack or destroy wooden items.

Material Component: A live termite.

WARLOCK INVOCATIONS

The invocations available to warlocks are described below. While warlocks are as closely linked to the arcane as any wizard or sorcerer, these special powers are spell-like abilities, not spells. A brief description of each invocation is provided in the warlock class description on page 5. These include the blast shape invocations and eldritch essence invocations, which allow a warlock to modify his *eldritch blast* attack, as well as all other invocations. In this section, invocations are presented in alphabetical order, much like new spells are presented earlier in this chapter. A short description of each invocation by grade (least, lesser, greater, dark) precedes a complete, detailed description. See page 8 for more information on invocations and page 5 for more information on warlocks.

NAME

The first line of every invocation description gives the name by which the invocation is generally known.

GRADE

Below the name, the grade of invocation is provided. Warlocks can choose invocations from four grades depending on their class level: least, lesser, greater, and dark. See the warlock class description for more details on when warlocks gain access to invocations of a given grade.

LEVEL EQUIVALENT

On the same line as the grade, each of the following invocation descriptions contains a spell level equivalent, which affects the save DC for that invocation, Concentration checks made in concert with the invocation, as well as interactions with other spells and abilities, such as *globe of invulnerability*. The level equivalent of an invocation is provided after its grade.

BLAST SHAPE OR ELDRITCH ESSENCE

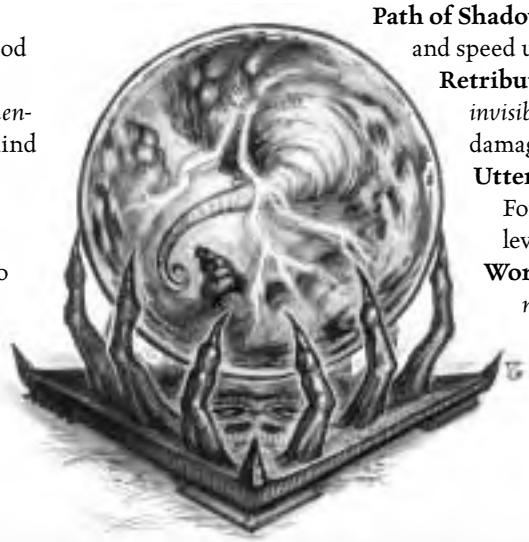
Some invocations can modify a warlock's *eldritch blast* attack. These invocations are either blast shape invocations or eldritch essence invocations. They do not produce an effect on their own like regular invocations, but must be used in conjunction with eldritch blast to generate an effect. If an invocation is a blast shape or eldritch essence invocation, this fact is noted after the level equivalent.

LEAST INVOCATIONS

Baleful Utterance: Speak word of the Dark Speech and shatter objects as the *shatter* spell.
Beguiling Influence: Gain bonus on Bluff, Diplomacy, and Intimidate checks.
Breath of the Night: Create a *fog cloud* as the spell.
Dark One's Own Luck: Gain a luck bonus on one type of save.
Darkness: Use *darkness* as the spell.
Devil's Sight: See normally in darkness and magical darkness.
Earthen Grasp: Use *earthen grasp* as the spell.
Eldritch Spear: Blast range increases to 250 feet.
Entropic Warding: Deflect incoming ranged attacks, leave no trail, and prevent being tracked by scent.
Frightful Blast: Target must make Will save or become shaken.
Hideous Blow: Melee attack channels *eldritch blast*.
Leaps and Bounds: Gain bonus on Balance, Jump, and Tumble checks.
Miasmic Cloud: Create a cloud of mist that grants concealment and fatigues those who enter.
See the Unseen: Gain *see invisibility* as the spell and darkvision.
Sickening Blast: Target must make Fortitude save or become sickened.
Spiderwalk: Gain *spider climb* as the spell.
Summon Swarm: Use *summon swarm* as the spell.

LESSER INVOCATIONS

Beshadowed Blast: Target must make Fortitude save or become blinded for 1 round.
Brimstone Blast: Blast deals fire damage, and target must make Reflex save or catch fire.
Charm: Cause a single creature to regard you as a friend.
Curse of Despair: Curse one creature as the *bestow curse* spell, or hinder its attacks.
The Dead Walk: Create undead as the *animate dead* spell.
Eldritch Chain: Blast jumps from initial target to secondary targets.
Fell Flight: Gain a fly speed with good maneuverability.
Flee the Scene: Use short-range *dimension door* as the spell, and leave behind a *major image*.
Hellrime Blast: Blast deals cold damage, and target must make Fortitude save or take –2 penalty to Dexterity.
Hungry Darkness: Create shadows filled with a swarm of bats.
Stony Grasp: Use *stony grasp* as the spell.



Voidsense: Gain blindsense 30 feet.
Voracious Dispelling: Use *dispel magic* as the spell, causing damage to creatures whose effects are dispelled.
Walk Unseen: Use *invisibility* (self only) as the spell.
Wall of Gloom: Use *wall of gloom* as the spell.

GREATER INVOCATIONS

Bewitching Blast: Target must make Will save or be *confused* for 1 round.
Chilling Tentacles: Use *Evard's black tentacles* as the spell, and deal extra cold damage to creatures in the area.
Devour Magic: Use targeted *greater dispel magic* with a touch and gain temporary hit points based on the level of spells successfully dispelled.
Eldritch Cone: Blast takes the shape of a cone.
Enervating Shadow: Gain total concealment in dark areas and impose a Strength penalty on adjacent living creatures.
Noxious Blast: Target must make Fortitude save or be nauseated.
Repelling Blast: Target must make Reflex save or be knocked back.
Tenacious Plague: Use *insect plague* as the spell, but the summoned locust swarm deals damage as a magic weapon.
Vitriolic Blast: Blast ignores spell resistance and deals acid damage for several rounds.
Wall of Perilous Flame: Create a *wall of fire* as the spell, but half the damage from the wall results from supernatural power.
Warlock's Call: Use *sending* as the spell, but risk damage from recipient.

DARK INVOCATIONS

Dark Discorporation: Become a swarm of batlike shadows, gaining many benefits of the swarm subtype.
Dark Foresight: Use *foresight* as the spell, and communicate telepathically with a close target of the effect.
Eldritch Doom: Blast affects all enemies within 20 feet.
Path of Shadow: Use *shadow walk* as the spell and speed up natural healing.
Retributive Invisibility: Use *greater invisibility* as the spell (self only); deals damage in a burst if dispelled.
Utterdark Blast: Target must make Fortitude save or gain two negative levels.
Word of Changing: Use *baleful polymorph* as the spell, but effect could become permanent.

INVOCATION DESCRIPTIONS

BALEFUL UTTERANCE

Least; 2nd

You speak a single syllable of the Dark Speech (described in *Book of Vile Darkness*), affecting an object or area as if by a *shatter* spell. If a creature is holding or wearing the target of the spell and the target is destroyed, the creature must make a Fortitude save or be dazed for 1 round and deafened for 1 minute by your terrible word. This is a sonic effect.

BEGUILING INFLUENCE

Least; 2nd

You can invoke this ability to beguile and bewitch your foes. You gain a +6 bonus on Bluff, Diplomacy, and Intimidate checks for a period of 24 hours.

BESHADOWED BLAST

Lesser; 4th; Eldritch Essence

This eldritch essence invocation allows you to change your *eldritch blast* into a *beshadowed blast*. Any living creature struck by a *beshadowed blast* must succeed on a Fortitude save or be blinded for 1 round.

BEWITCHING BLAST

Greater; 4th; Eldritch Essence

This eldritch essence invocation allows you to change your *eldritch blast* into a *bewitching blast*. Any creature struck by a *bewitching blast* must succeed on a Will save or be *confused* for 1 round in addition to the normal damage from the blast. This is a mind-influencing effect.

BREATH OF THE NIGHT

Least; 1st

A misty cloud of fog spreads in a 20-foot radius around you when you use this invocation, as the spell *fog cloud*. The fog does not block line of sight, but all creatures in the fog have concealment. A moderate wind or any fire larger than a torch immediately disperses the fog. The fog disperses on its own after 1 minute.

BRIMSTONE BLAST

Lesser; 3rd; Eldritch Essence

This eldritch essence invocation allows you to change your *eldritch blast* into a *brimstone blast*. A *brimstone blast* deals fire damage. Any creature struck by a *brimstone blast* must succeed on a Reflex save or catch on fire, taking 2d6 points of fire damage per round until it takes a full-round action to extinguish the flames or the duration expires. The fire damage persists for 1 round per five class levels you have. For example, a 15th-level warlock deals 2d6 points of fire damage for 3 rounds after the initial *brimstone blast* attack. A creature burning in this way never takes more than 2d6 points of fire damage in a round, even if it has been hit by more than one *brimstone blast*.

CHARM

Lesser; 4th

You can beguile a creature within 60 feet. The creature must succeed on a Will save or instantly come to regard you as its comrade. This is a language-dependent ability. Other than these differences, this ability works as the *charm monster* spell. You can never have more than one target charmed at a time with this ability. If a second creature is charmed, you lose your hold on the first creature.

CHILLING TENTACLES

Greater; 5th

This invocation allows you to conjure forth a field of soul-chilling black tentacles that ooze from the ground, groping for victims. This invocation functions identically to the *Evard's black tentacles* spell, except that each creature within the area of the invocation takes 2d6 points of cold damage each round. Creatures in the area take this cold damage whether or not they are grappled by the tentacles.

CURSE OF DESPAIR

Lesser; 4th

You can use this invocation to bestow a curse upon a touched opponent (as *bestow curse*). Even if the save against this ability succeeds, the creature takes a –1 penalty on attack rolls for 1 minute.

DARK DISCORPORATION

Dark; 8th

One with the powers of darkness, you learn to abandon your body. When you use this ability, you becomes a swarm of Diminutive, batlike shadows that fills two 10-foot squares (or eight contiguous 5-foot squares, shapeable as you desire). The duration of this ability is 24 hours.

In this swarmlike form, you gain the following characteristics and traits.

—Abilities: Your Strength score drops to 1, but your Dexterity score increases by 6.

—Armor Class: You lose any natural armor or armor bonuses to Armor Class. You gain a +4 size bonus to AC, and a deflection bonus to AC equal to your Charisma modifier.

—Movement: You gain a fly speed of 40 feet with perfect maneuverability. You can pass through openings a Diminutive creature could pass through.

—Swarm Traits: You are not subject to critical hits or flanking, and you are immune to weapon damage. You cannot be tripped, grappled, or bull rushed, and you cannot grapple an opponent. You are immune to any spell or effect that targets a specific number of creatures, except for mind-affecting spells and abilities. You take half again as much damage (+50%) from spells or effects that affect an area. Unlike other swarms of Diminutive creatures, you are not vulnerable to wind effects. If reduced to 0 hit points or less, or rendered unconscious by nonlethal damage, you instantly return to your normal form in a square of your choice that was formerly covered by the swarm.

—Swarm Attack: You gain a swarm attack that deals 4d6 points of damage to any creature whose space you occupy at the end of your turn. Your swarm attack strikes as a magic weapon of your alignment.

—Distraction: Any living creature vulnerable to your swarm attack that begins its turn in a square occupied by your swarm must make a Fortitude save or be nauseated for 1 round. Spellcasting or concentrating on spells within the area of your swarm requires a Concentration check (DC 20 + spell level).

—*Possessions:* All of your worn or carried equipment and items become nonfunctional, absorbed into your new form.

You can take only move actions (so you cannot use other invocations) while under the effect of *dark discorporation*.

DARK FORESIGHT

Dark; 9th

You can use *foresight* as the spell with this invocation. If you are within 100 feet of and have line of sight to the target of the ability, you can communicate telepathically with the target.

DARK ONE'S OWN LUCK

Least; 2nd

You are favored by the dark powers if you have this invocation. You gain a luck bonus equal to your Charisma bonus (if any) on Fortitude saves, Reflex saves, or Will saves (your choice each time you use this ability) for a period of 24 hours. You can't apply this ability to two different save types at the same time. This bonus can never exceed your class level.

DARKNESS

Least; 2nd

You can use *darkness* as the spell.

THE DEAD WALK

Lesser; 4th

You can turn the bones or bodies of dead creatures into undead skeletons or zombies (as the *animate dead* spell). Unless you include the normal material component for the spell (an onyx gem worth 25 gp per Hit Die of the undead) as part of the process, undead created by this ability crumble into dust after 1 minute per caster level.

DEVIL'S SIGHT

Least; 2nd

You gain the visual acuity of a devil for 24 hours. You can see normally in darkness and magical darkness out to 30 feet.

DEVOUR MAGIC

Greater; 6th

This invocation allows you to deliver a targeted *greater dispel magic* with your touch. You gain 5 temporary hit points for each spell level dispelled by this touch. For example, if you successfully dispel a *wall of ice*, you gain 20 temporary hit points. These temporary hit points fade after 1 minute and do not stack with other temporary hit points. If you devour a new spell, you can replace the old temporary hit points with the ones gained from the more recent spell, thus resetting the duration. You cannot devour your own invocations.

EARTHEN GRASP

Least; 2nd

You can use *earthen grasp* as the spell (see page 104).

ELDRITCH CHAIN

Lesser; 4th; Blast Shape

This blast shape invocation allows you to improve your *eldritch blast* by turning it into an arc of energy that "jumps" from the first target to others. An *eldritch chain* can jump to one or more secondary targets within 30 feet of the first target, allowing you to make additional ranged touch attacks and deal damage to the secondary targets if you hit.

You can "jump" the chain to one secondary target per five caster levels, so you can strike two additional targets at 10th level, three additional targets at 15th level, and four additional targets at 20th level. Each new target must be within 30 feet of the previous one, and you can't target the same creature more than once with the *eldritch chain*. If you miss any target in the chain, the *eldritch chain* attack ends there.

Each target struck after the first takes half the damage dealt to the first target. This reduction in damage to secondary targets applies to any effect that increases the damage of your *eldritch blast* (such as *vitriolic blast*). You must make a separate spell penetration check for each target, if applicable.

ELDRITCH CONE

Greater; 5th; Blast Shape

This blast shape invocation allows you to invoke your *eldritch blast* as a 30-foot cone. The *eldritch cone* deals the normal *eldritch blast* damage to all targets within the area. This is not a ray attack, so it requires no ranged touch attack. Any creature in the area of the cone can attempt a Reflex save for half damage.

ELDRITCH DOOM

Dark; 8th; Blast Shape

This blast shape invocation allows you to invoke your *eldritch blast* as the dreaded *eldritch doom*. This causes bolts of mystical power to lash out and savage nearby targets. An *eldritch doom* deals *eldritch blast* damage to any number of targets designated by you and within 20 feet. This is not a ray attack, so it requires no ranged touch attack. Each target can attempt a Reflex save for half damage.

ELDRITCH SPEAR

Least; 2nd; Blast Shape

This blast shape invocation extends your *eldritch blast* attacks to great distances. *Eldritch spear* increases the range of an *eldritch blast* attack to 250 feet with no range increment.

ENERVATING SHADOW

Greater; 5th

The dark powers cloak you and shield you from harm while draining vitality from nearby foes. This invocation grants you total concealment in any area that isn't brightly lit (it will not work in daylight or in the radius of a spell with the light descriptor). In addition, any living creature adjacent to you with this ability active must make a Fortitude save at the beginning of its

turn or take a –4 penalty to Strength for 5 rounds. Once a creature is affected by *enervating shadow*, it cannot be affected again by your *enervating shadow* for 24 hours. The duration of this ability is 5 rounds, and it can be countered or dispelled by any light spell or effect of equal or higher level.

ENTROPIC WARDING

Least; 2nd

When this invocation is activated, chaotic energies swirl about you, deflecting incoming arrows, rays, and other ranged attacks (as *entropic shield*). You leave no trail (as *pass without trace*) and cannot be tracked by scent. (You can still be detected normally by scent, just not tracked.)

FELL FLIGHT

Lesser; 3rd

When you use this invocation, the powers of darkness bear you aloft as you sprout a streaming, winglike cape of shadows. You can fly at a speed equal to your land speed with good maneuverability for 24 hours.

FLEE THE SCENE

Lesser; 4th

You can use *dimension door* as a spell-like ability, although the range is limited to short (25 ft. + 5 ft./2 levels). When you use this ability, you leave behind a *major image* of yourself in your place that lasts for 1 round. The image reacts appropriately to attacks as if you were concentrating on it.

FRIGHTFUL BLAST

Least; 2nd; Eldritch Essence

This eldritch essence invocation allows you to change your *eldritch blast* into a *frightful blast*. Any creature struck by a *frightful blast* must succeed on a Will save or become shaken for 1 minute. A shaken creature struck by a *frightful blast* is not affected by the shaken aspect of the blast but takes damage normally. Creatures with immunity to mind-affecting spells and abilities or fear effects cannot be shaken by a *frightful blast*.

HELLRIME BLAST

Lesser; 4th; Eldritch Essence

This eldritch essence invocation allows you to change your *eldritch blast* into a *hellrime blast*. A *hellrime blast* deals cold damage. Any creature struck by the attack must make a Fortitude save or take a –4 penalty to Dexterity for 10 minutes. The Dexterity penalties from multiple *hellrime blasts* do not stack.

HIDEOUS BLOW

Least; 1st; Blast Shape

As a standard action, you can make a single melee attack. If you hit, the target is affected as if struck by your *eldritch blast* (including any eldritch essence applied to the blast). This damage is in addition to any weapon damage that you deal with your attack, although you need not deal damage with this attack to trigger the *eldritch blast* effect.

HUNGRY DARKNESS

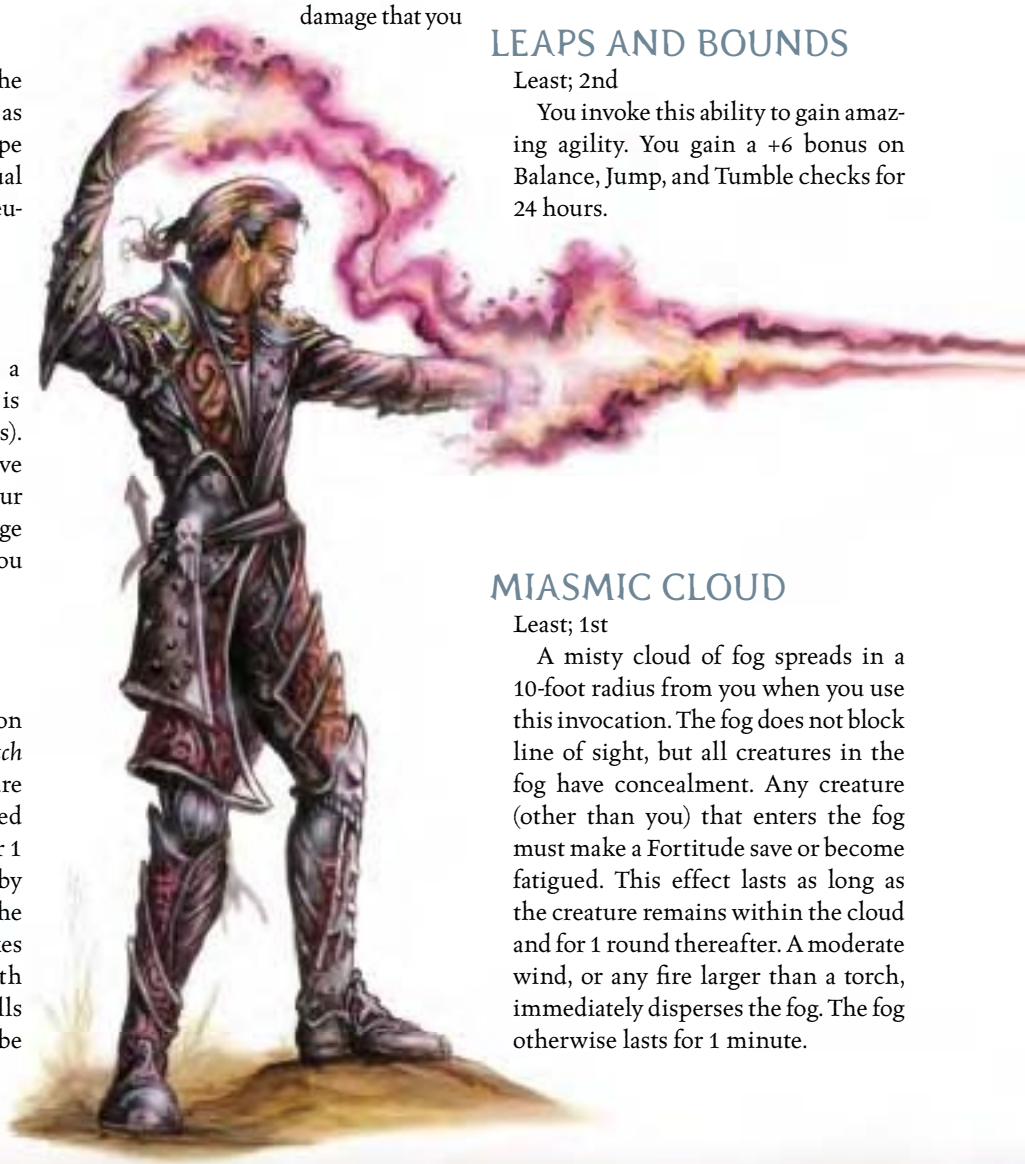
Lesser; 3rd

You can create an area of shadow (as the *darkness* spell) that is filled with bats (as the bat swarm, page 237 of the *Monster Manual*, except the swarm fills every square occupied by the darkness). The *hungry darkness* is stationary. You are immune to the attacks of your own *hungry darkness*, but you are still subject to the effect of the darkness. The *hungry darkness* remains as long as you concentrate on it (like concentrating on a spell), plus 2 rounds thereafter. If the bat swarm is destroyed, the darkness disappears as well.

LEAPS AND BOUNDS

Least; 2nd

You invoke this ability to gain amazing agility. You gain a +6 bonus on Balance, Jump, and Tumble checks for 24 hours.



Illus. by M. Moore

MIASMIC CLOUD

Least; 1st

A misty cloud of fog spreads in a 10-foot radius from you when you use this invocation. The fog does not block line of sight, but all creatures in the fog have concealment. Any creature (other than you) that enters the fog must make a Fortitude save or become fatigued. This effect lasts as long as the creature remains within the cloud and for 1 round thereafter. A moderate wind, or any fire larger than a torch, immediately disperses the fog. The fog otherwise lasts for 1 minute.

NOXIOUS BLAST

Greater; 6th; Eldritch Essence

This eldritch essence invocation allows you to change your *eldritch blast* into a *noxious blast*. Any creature struck by a *noxious blast* must make a Fortitude save or be nauseated for 1 minute.

PATH OF SHADOW

Dark; 6th

This invocation allows you to use *shadow walk* as the spell. Each hour that you spend shadow walking with this ability, you regain hit points as if you had rested for a full day.

REPELLING BLAST

Greater; 6th; Eldritch Essence

This eldritch essence invocation allows you to change your *eldritch blast* into a *repelling blast*. Any Medium or smaller creature struck by a *repelling blast* must make a Reflex save or be hurled 1d6×5 feet (1d6 squares) directly away from you and knocked prone by the energy of the attack. If the creature strikes a solid object, it stops prematurely, taking 1d6 points of damage per 10 feet hurled, and it is still knocked prone. Movement from this blast does not provoke attacks of opportunity.

RETRIBUTIVE INVISIBILITY

Dark; 6th

You can use *greater invisibility* as the spell, but you can target only yourself with the invocation. If your *retributive invisibility* is dispelled, a shock wave releases from your body in a 20-foot-radius burst. This shock wave deals 4d6 points of sonic damage to all creatures in the area and stuns them for 1 round (a Fortitude save halves the damage and negates the stunning effect).

SEE THE UNSEEN

Least; 2nd

When you use this invocation, you can activate great powers of vision, allowing you to see invisible creatures and objects (as *see invisibility*). You also gain darkvision out to 60 feet for a period of 24 hours.

SICKENING BLAST

Least; 2nd; Eldritch Essence

This eldritch essence invocation allows you to change your *eldritch blast* into a *sickening blast*. Any living creature struck by a *sickening blast* must make a Fortitude save or become sickened for 1 minute. A sickened creature struck by a second *sickening blast* is not affected by the sickening aspect of the blast but still takes damage normally.

Eldritch chain

SPIDERWALK

Least; 2nd

You can grant yourself the ability to *spider climb* (as the spell) with a duration of 24 hours. While this invocation is in effect, you are unaffected by webs (either mundane or magical).

STONY GRASP

Lesser; 3rd

You can use *stony grasp* (see page 124) as the spell.

SUMMON SWARM

Least; 2nd

You can use *summon swarm* as the spell with this invocation. Unlike the spell, this invocation has a duration of concentration instead of concentration + 2 rounds.

TENACIOUS PLAGUE

Greater; 6th

You can use this invocation to summon a swarm, as the *insect plague* spell. You add your Charisma modifier to the Fortitude save DC to resist the swarm's distraction ability. The attacks of any locust swarm summoned by this ability are treated as magic weapons for the purpose of overcoming damage reduction.

UTTERDARK BLAST

Dark; 8th; Eldritch Essence

This eldritch essence invocation allows you to change your *eldritch blast* into an *utterdark blast*. An *utterdark blast* deals negative energy damage, which heals undead creatures instead of damaging them (much like *inflict* spells). Any creature struck by the attack must make a Fortitude save or gain two negative levels. The negative levels fade after 1 hour. If a target ever has as many negative levels as Hit Dice, it dies.

VITRIOLIC BLAST

Greater; 6th; Eldritch Essence

This eldritch essence invocation allows you to change your *eldritch blast* into a *vitriolic blast*. A *vitriolic blast* deals acid damage, and it is formed from conjured acid, making it different from other eldritch essences because it ignores spell resistance. Creatures struck by a *vitriolic blast* automatically take an extra 2d6 points of acid damage on following rounds. This acid damage persists for 1 round per five class levels you have. For example, a 15th-level warlock deals 2d6 points of acid damage per round for 3 rounds after the initial *vitriolic blast* attack.

VOIDSENSE

Lesser; 4th

You can sharpen your hearing and sight when you use this invocation, gaining blindsense out to 30 feet for 24 hours.

VORACIOUS DISPELLING

Lesser; 4th

You can use *dispel magic* as the spell. Any creature with an active spell effect dispelled by this invocation takes 1 point of damage per level of the spell effect (no save).

WALK UNSEEN

Lesser; 2nd

You gain the ability to fade from view. You can use *invisibility* (self only), except the duration is 24 hours.

WALL OF GLOOM

Lesser; 2nd

You can use *wall of gloom* (see page 129) as the spell.

WALL OF PERILOUS FLAME

Greater; 5th

You can conjure a *wall of fire* as the spell with this invocation. Half the wall's fire damage results from supernatural power and is therefore not subject to being reduced by resistance to fire. If a creature is reduced to 0 hit points or lower by a *wall of perilous flame*, its remains are completely consumed 1 round later (as if by a *destruction* spell).

WARLOCK'S CALL

Greater; 5th

You can use this invocation to send a message as the *sending* spell. However, a creature unwilling to reply to you can attempt a Will save to turn the sending back on you, dealing 1d10 points of damage to you.

WORD OF CHANGING

Dark; 5th

You utter a powerful word that transforms a creature into an inoffensive form. This effect functions like the *baleful polymorph* spell, except that 24 hours after being transformed, the subject is entitled to a second saving throw (at its original save bonus) to spontaneously resume its normal form. If this second save fails, it remains in its new form permanently or until restored by some other means.

Illus. by E. Fiegenschuh

Morthos summons a swarm of bats

Illus. by M. Cavotta

Arcane spellcasters rarely achieve any degree of competence without learning how to make good use of the second set of weapons and tools in the arcanist's repertoire—magic items. Spells are powerful and flexible, but magic items can provide persistent or convenient magical effects that would require more spell power than a sorcerer or wizard might care to part with. Casting *cat's grace* over and over again wastes valuable spell slots, but any character with the wealth or luck will discover that *gloves of Dexterity* are a much better way to gain the spell's benefit on a lasting basis.

ALTERNATE ITEM TYPES

Everyone knows that potions are peculiar magical concoctions that come in tiny vials, scrolls are long rolls of parchment covered with strange symbols of power, and wands are slender sticks that can deal magical mayhem on command. However, in the creation and use of magic items, form follows function, and there's no reason that potions or scrolls can't be created in less conventional forms so long as they still function in the same manner as their standard forms.

Creating a magic item in an alternate form is generally not as efficient as using the standard design. Potions are created as small cordials because spellcasters, over centuries of experimentation, have found that a tiny swallow of enchanted brew is the best and easiest way to make a one-use effect usable by anybody, without requiring any magical training or skill. Crafting an item in an alternate form thus requires that a spellcaster possess both the standard creation feat for the item's original form and the Craft Wondrous Item feat, both used in conjunction to allow the creation of variant potions or scrolls while maintaining the benefits of potion and scroll creation pricing.

While it's possible to introduce new item creation feats into a game, so long as new forms of existing magic items follow all the rules for use as their original forms, new rules shouldn't be required. A potion in the shape of a tile you snap to activate is mechanically identical to a potion you drink—you need no special magical training to use it, its magic is used up by the activation, and using it is a moderately distracting physical task that provokes attacks of opportunity from any nearby foes. The tile might be slightly more useful in some situations (underwater, for instance, or in the hands of a creature that has no way to ingest the contents of a potion vial), but the difference is too minor to justify the existence of a Craft Magic Tile feat. Tiles and potions both fill the same game niche.

Alternative magic item forms are a good way to add flavor and mystery to your campaign. If one culture is known to craft magic tiles instead of potions, foes from that culture will be distinct from other opponents. After the first instance in which player characters encounter NPCs who use tiles to obtain combat benefits, they will come to recognize such items as the tools of a particular nation or foe. ("Look, that assassin was carrying Abkathian potion-tiles. The Abkathians must be behind this!") Be careful not to overdo this sort of variant material, though—the classic forms are classic for a reason, and if your players end up with no idea what forms magic items in your campaign might take, they could spend more time worrying about that than they do enjoying the game.

POTIONS

The standard potion is, of course, a vial filled with a magical libation, designed to be consumed by anyone and having the following characteristics.

- Single-use only—once consumed, the potion is gone.
- Limited to spells of 3rd level or lower.
- No special magical training required—anyone can drink a potion and gain the benefit of its magic.
- Must be physically manipulated in some way (unstoppered or broken, then consumed).
- Must be in the user's hand to be used.
- Use provokes attacks of opportunity.

Within these broad guidelines, though, a number of alternate potion forms might be possible.

Magic Fruit: Apples and pomegranates with magical properties are commonplace in mythology. A potion-fruit might consist of a slice or section of a fruit steeped in a magical libation that produces its effect when consumed.

Magic Tiles: A small ceramic tile inscribed with a magic rune could hold a potion-type effect. When it is snapped or broken in one's hand, the effect is released.

Skull Talismans: The skull of a small animal (a bird, mouse, or rat, for example) is enchanted with a single spell. When crushed in one's hand or underfoot, the skull talisman releases its stored effect.

Spell Wafers: A thin wafer of specially prepared bread or dough, stamped with a holy or arcane symbol, can hold a spell as well as a potion bottle can. When the wafer is consumed, the stored magic takes effect.

SCROLLS

Unlike potions, scrolls require magical training (or the ability to mimic such training by means of the Use Magic Device skill) to use properly. The essential characteristics of a scroll are as follows.

- Single-use only—once it is read, the writing that makes up a scroll is gone.
- Spell completion device—only a spellcaster can readily use a scroll, and he might need to make a level check to read a scroll of a spell level exceeding the maximum level of spell he can normally cast.
- Usable by means of the Use Magic Device skill.
- Must be physically manipulated in a complex way (held in the hand, unrolled, and read).
- Must be in the user's hand to be used.
- Use provokes attacks of opportunity.

Some common alternate scroll forms are described below.

Gemstone: A complex series of gestures and sounds is completed with a specially prepared gemstone in hand, and the spell stored within it is released when the final words are spoken. Like the parchment on which a scroll is scribed, a gemstone is emptied by casting but can be reused again.

Incendiary: A spell is stored in a special mix of powders and glyph-covered paper. To use an incendiary, a spellcaster speaks the last words of the spell while simultaneously igniting the prepared device (usually by means of a minor magical property of the incendiary form that requires no additional action

A wounded warrior uses a potion-tile

Illus. by M. Moore

to activate). The incendiary is consumed in a brilliant colored flash or haze of strangely coiling smoke, completing the spell.

Macrame: A spell is held in a small, complex weave of precisely tied knots. The user pulls apart the knotted square by choosing the right strands while speaking the spell's activation words.

When a scroll is found in the course of a campaign, deciphering its magical text is usually the first step to using it, but since variant scroll forms that don't have spells stored in written form can't be deciphered with *read magic*, they must be identified with a successful Spellcraft check (DC 20 + spell level).

NEW TYPES OF ITEMS

The basic types of magic items described in the *Dungeon Master's Guide*—armor, weapons, potions, scrolls, rods, rings, staffs, wands, and wondrous items—are not necessarily the only types of magic item possible. In Faerûn, the world of the Forgotten Realms campaign setting, magic tattoos, magic runes, and contingent spells are common magic items, each crafted in the same manner as a standard magic item and requiring its own unique item creation feat (Tattoo Magic, Inscribe Rune, and Craft Contingent Spell). Rune magic is described in the *Forgotten Realms Campaign Setting*, magic tattoos are described in *Races of Faerûn*, and contingent spells appear in the *Unapproachable East* sourcebook (and are included in *Complete Arcane* for use in any D&D campaign).

When is a variant form of an item different enough from the basic form to warrant an item creation feat and item type of its own? In simplest terms, whenever one of the essential game rules about making or using the item is changed. All three of the item types mentioned above are fairly similar to potions (each is a one-use magic item that can be used by anyone, regardless of magical training or aptitude), but each device alters one of the essential characteristics of potions. For example, it takes only 10 minutes to inscribe a magic rune, and runes can be made into simple magic traps. A tattoo takes 1 hour to scribe, and doesn't provoke attacks of opportunity when activated. Contingent spells can be set to take effect automatically, with no additional action on the bearer's part. All of these differences change the items' characteristics enough that they cannot be reproduced by the Brew Potion feat, and so new item creation feats are warranted for them.

CONTINGENT SPELLS

A contingent spell is a single-use, one-spell magical effect instilled within a specific willing creature. It doesn't take up space on the body or have a physical form, and it remains inactive until triggered (similar to the effect created by a *contingency* spell). Once triggered, a contingent spell takes immediate effect upon the bearer (or is centered in the bearer's square if the spell affects an area). A character must have the Craft Contingent Spell feat (see page 77) to create contingent spells.

Triggers for contingent spells are usually events that happen to the bearer of the spell, and can include death, contracting disease, exposure to a breath weapon or to energy damage, falling, exposure to poison, exposure to a dangerous environment (trapped by fire, plunged underwater, and so forth), succumbing to sleep or fear effects, gaining negative levels, or being rendered helpless, deafened, or blinded.

The market price of a contingent spell is spell level × caster level × 100 gp. A contingent spell must be prepared in the presence of the person to bear it, and the bearer is subject to the same restrictions as the creator (unable to cast any other spells while the contingent spell is being prepared, must be present for 8 hours each day, and so on). Once assigned to a bearer, a contingent spell cannot be transferred to another creature, although it can be destroyed (see below). A contingent spell is tied to the bearer's body, alive or dead, and stories circulate among adventurers of contingent spells remaining quiet for hundreds of years on a slain bearer's remains, only to suddenly activate when the proper trigger condition arises.

If the bearer of a contingent spell is the target of *dispel magic*, the contingent spell might be permanently dispelled (but not triggered), as if it were an active spell in effect on the target creature. In an *antimagic field*, contingent spells are temporarily suppressed as all other magic items are.

At any one time, a creature can bear a number of contingent spells equal to its Hit Dice. Attempts to apply additional contingent spells beyond this limit simply fail.

SPELLBOOKS

Although most folks think of them as thick, heavy tomes of parchment or vellum pages bound with ornate covers and heavy locks, a wizard's spellbooks can take almost any form. A spellbook can be made from belts of linked metal plates that serve as pages, scribed on thin sheets of ivory, or disguised by magic to look like a shield, gaming board, lute, or almost any other mundane item of equivalent size.

Whatever their appearance, spellbooks are generally classified in two groups—arcanabula and grimoires. Arcanabula, or workbooks, are a wizard's everyday working tomes. They tend to contain spells jumbled in any order, interspersed with annotations and notes of magical lore, and are often stained and battered from travel and use in the field.

Grimoires, sometimes called greatbooks, are formal, ordered collections of spells. Greatbooks tend to be locked, guarded, and hidden, either in a secure cache or in a wizard's abode. Most are composed with gilded ornamentation or inks, and they might even have plates of polished ivory or platinum within them, engraved or stamped with arcane writings. They are usually large and often of unusual proportions (such as very tall for their width), and many have metal-bound corners (ornate protective caps) and chased or relief-carved covers.

USING SPELLBOOKS

Every wizard possesses a personal set of notations, formulas, scripts, and ciphers for recording the workings of a spell. While the underlying language and concepts are the same, no wizard can simply pick up another's spellbook and instantly prepare spells from the foreign tome. Whenever an attempt is made to understand another wizard's spellbook (including forgotten tomes discovered in ruined towers or traveling workbooks seized from the hoards of enemies), the reader must employ *read magic* or succeed on a Spellcraft check (DC 20 + spell level) to identify a particular spell (and its general purpose, if the spell is one not known to the reader). Until a wizard deciphers a spell in a foreign book, its magic is useless.

Wizards can prepare spells from a foreign spellbook or copy spells from a foreign spellbook into their own as described in Arcane Magical Writings, page 178 of the *Player's Handbook*. Two special circumstances, discussed below, are worth noting.

Masters and Apprentices: Wizards who take on apprentices usually teach them many of the same notations and codes they themselves have perfected. A wizard attempting to decipher, prepare, or copy a spell from the spellbook of a master (or apprentice) gains a +2 circumstance bonus on the Spellcraft check.

Mastering a Foreign Spellbook: Instead of laboriously copying each spell of interest from a found spellbook into his own, a wizard might instead make a dedicated effort to master the spellbook's particular ciphers and notations. This procedure is sometimes referred to as becoming attuned to the spellbook (although it's a matter of time and study, not a mystical process). Mastering a spellbook requires a successful Spellcraft check (DC 25 + the level of the highest-level spell in the book) and takes one week plus one day per spell contained within. If the wizard succeeds, he can use the foreign spellbook as his own, requiring no further Spellcraft checks to prepare or copy spells from it. If he fails, he cannot attempt to master that spellbook again until he gains at least 1 more rank in Spellcraft.

SPELLBOOK CONSTRUCTION

Aside from ornamentation and spurious false writings, all spellbooks require one page per spell level (minimum one page) to record any particular spell. The pages of most spellbooks have been treated for durability and protection against fire, mold, water, parasites, staining, and other hazards. These procedures make even a blank spellbook relatively expensive.

The base cost of 15 gp buys a well-bound leather volume of 100 parchment pages, a style also typically used for other high-quality books such as the genealogies of noble families or the master copies of sages' published writings. Exotic materials increase the cost and weight of a spellbook accordingly, and these materials are usually reserved for grimoires, not arcanabula.

Table 5–1: Spellbooks

Cover	Weight	Hardness	Hit Points	Cost
Leather	1 lb.	2	+0	5 gp
Wood, thin	1 lb.	3	+1	20 gp
Metal, soft	5 lb.	5	+4	100 gp
Metal, hard	5 lb.	7	+5	200 gp
Dragonhide	2 lb.	4	+2	200 gp
Slipcase	+1 lb.	+1	+1	+20 gp

Pages (100)	Weight	Hardness	Hit Points	Cost
Parchment	2 lb.	+0	1	10 gp
Paper, linen	2 lb.	+0	2	20 gp
Vellum	2 lb.	+0	3	50 gp
Bone or ivory	4 lb.	+0	4	100 gp
Metal foil	20 lb.	+1	8	500 gp

The weight, hardness, hit points, and cost of a spellbook of unusual construction is the sum of its cover and page construction. For example, a book made with a steel plate cover (hard metal) and copper foil pages weighs 25 pounds, has hardness 8, 13 hit points, and costs 700 gold pieces.

All fine books can be purchased with a waterproof double slipcase of chased and tooled leather, strong enough to protect against driving rain or burial in snow but not against prolonged immersion. Special physical treatments (such as baths in secret herbal tinctures and alchemical solutions designed to retard fire and mold damage) are included in the above costs.

PROTECTING SPELLBOOKS

Any wizard with the means to do so will carefully safeguard his spellbooks against accident, battle damage, or theft. Most arcanabula feature cheap and inexpensive protections (often a simple *explosive runes* or *fire trap*), but for most wizards, the risk of losing a workbook isn't enough to justify the expense of high-level protection.

Grimoires, on the other hand, are generally stored in the most secret hiding places (sometimes even on other planes) and equipped with mechanical traps, loyal guardians, and deadly spells of defense. The protections applied to a great-book can take virtually any form, from magically sustained poisonous spiders or snakes, to bladders of paralyzing or sleep-inducing gases, to scything blades or poisoned needles concealed in the locks, lids, or frames of the coffers and cabinets the books are hidden in. These traps are never of a design or nature that might endanger the book, but otherwise are almost limitless in the kinds of damage they can inflict on the uninvited.

Magical protections can add thousands of gold pieces to the cost of even the simplest tome. Some of the most common spellbook defenses include the following.

Resistant to Energy (Minor): The book has resistance 5 against acid, cold, electricity, fire, and sonic attacks.

Moderate abjuration; CL 6th; Craft Wondrous Item, *resist energy*; Price +1,000 gp.

Resistant to Energy (Major): The book has resistance 12 against acid, cold, electricity, fire, and sonic attacks.

Moderate abjuration; CL 10th; Craft Wondrous Item, *protection from energy*; Price +3,000 gp.

Glamered: The book looks and feels like something else of similar size (no more than 25% larger or smaller in any dimension) and weight (between half as heavy and twice as heavy as the original). Upon command, the book switches between its normal and its glamered appearance, but anyone who touches the book in glamered form can make a DC 14 Will save to disbelieve the illusion.

Moderate illusion; CL 6th; Craft Wondrous Item, *major image*; Price +2,000 gp.

Pungent: The book is infused with an acrid essence that repels damaging pests. Any creature that touches the book without first speaking a command word must make a DC 14 Fortitude save or become nauseated for 1d4+1 rounds.

Moderate conjuration; CL 7th; Craft Wondrous Item, *stinking cloud*; Price +2,000 gp.

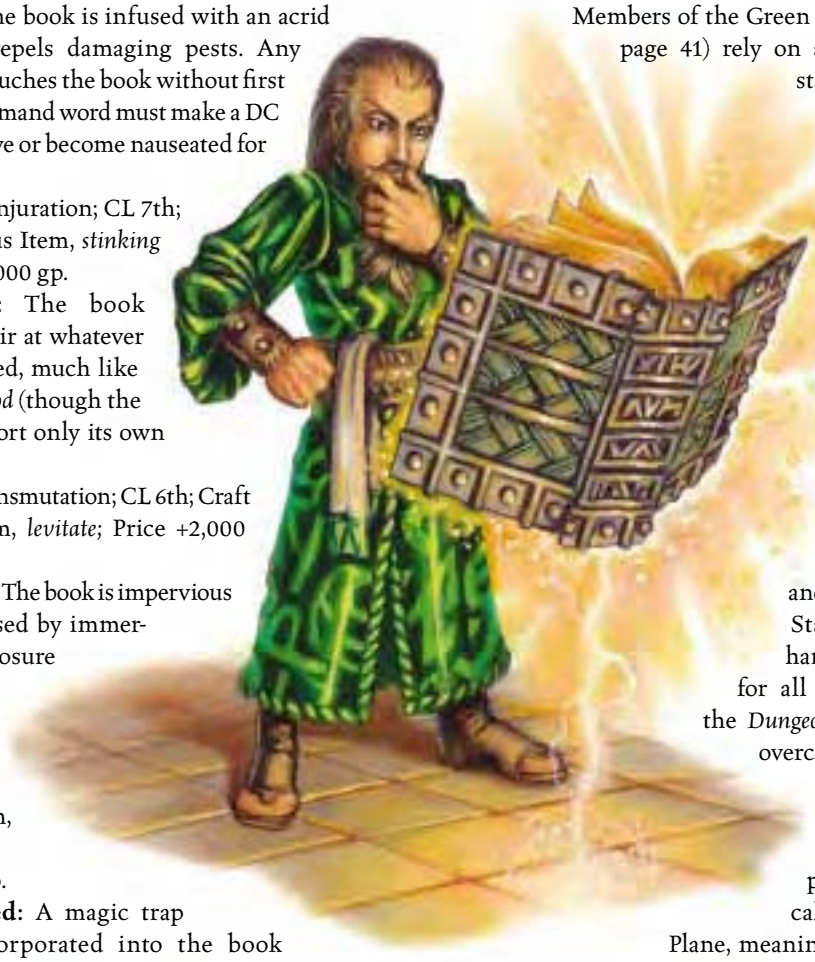
Levitating: The book hovers in the air at whatever point it is placed, much like an *immovable rod* (though the book can support only its own weight).

Moderate transmutation; CL 6th; Craft Wondrous Item, *levitate*; Price +2,000 gp.

Waterproof: The book is impervious to damage caused by immersion in or exposure to water.

Faint abjuration; CL 3rd; Craft Wondrous Item, *endure elements*; Price +1,000 gp.

Spelltrapped: A magic trap has been incorporated into the book (for example, a *burning hands* spell that strikes anyone handling the book except its owner). The trap can be set to operate when the book is touched, when it is opened, or when a particular page is read. Any spell appropriate for a trap may be used (see Sample Traps, page 70 of the *Dungeon Master's Guide*, for suggestions and pricing).



A well-protected grimoire

MAGIC ITEMS

Though the introduction of new magic items to a campaign will spark the interest of nearly any character, members of arcane spellcasting classes often have a deeper interest than others in the discovery and study of never-before-seen magic. The rest of this chapter presents a number of new magic items, along with items revised from previous supplements, that might be of particular value to arcane characters—or the foes that oppose them.

Basic information for all the abilities and items described here can be found in Chapter 7 of the *Dungeon Master's Guide*.

NEW SPECIAL MATERIAL

Members of the Green Star adept prestige class (see page 41) rely on a precious substance called starmetal to gain their distinctive abilities. Starmetal can also be used in the creation of weapons that are potent against creatures not native to the Material Plane, or the manufacture of armor of similar quality to that made from adamantine.

Starmetal: This superior alloy is made from meteoric iron—specifically, ore refined from meteors that fall during the rare appearances of the comet Alhazarde. Starmetal is extraordinarily hard, and is equal to adamantine for all purposes (see page 283 of the *Dungeon Master's Guide*), including overcoming damage reduction or granting damage reduction when used in armor construction. Starmetal also possesses an inherent magical connection to the Material Plane, meaning that weapons made of the alloy are especially effective against creatures from other planes. Weapons made of starmetal deal an extra 1d6 points of damage to any extraplanar creatures while they are on the Material Plane.

Creating a weapon from starmetal costs 5,000 gp more than creating a similar weapon of steel. Creating armor from starmetal has the same costs as armor created from adamantine.

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Table 5–2: New Magic Items

Spellbook Enhancements	Cost/Base Price Modifier
Spelltrapped	Varies
Waterproof	+1,000 gp
Resistant to energy (minor)	+1,000 gp
Glamered	+2,000 gp
Pungent	+2,000 gp
Levitating	+2,000 gp
Resistant to energy (major)	+3,000 gp

Special Material	Cost
Starmetal	+5,000 gp

Armor Special Abilities	Cost
Death ward	+1 bonus
Magic-eating	+3 bonus
Proof against transmutation	+5 bonus

Specific Armors	Cost
Mithralmist shirt	21,300 gp
Crimson coat of Ilpharzz	28,300 gp
The spiteful imp	46,245 gp

Weapon Special Abilities	Cost
Magebane	+1 bonus
Skillful	+2 bonus
Clouting	+3 bonus

Rings	Cost
Arcane might	20,000 gp
Theurgy	20,000 gp
Lore	23,250 gp
Spell-battle	67,600 gp

Rods	Cost
Fury +1	26,800 gp
Warlock's scepter	28,000 gp
Fury +2	38,800 gp
Fury +3	58,800 gp
Rod of interference	72,000 gp
Fury +4	77,600 gp
Fury +5	95,600 gp

Metamagic Rods	Price
Metamagic, *Cooperation, lesser*	2,700 gp
Metamagic, *Substitution, lesser*	2,700 gp
Metamagic, *Sculpting, lesser*	5,400 gp
Metamagic, *Cooperation*	10,500 gp
Metamagic, *Substitution*	10,500 gp
Metamagic, *Sculpting*	21,600 gp
Metamagic, *Cooperation, greater*	24,300 gp
Metamagic, *Substitution, greater*	24,300 gp
Metamagic, *Chaining, lesser*	27,200 gp
Metamagic, *Sculpting, greater*	48,600 gp
Metamagic, *Chaining*	108,000 gp
Metamagic, *Chaining, greater*	243,000 gp

NEW ARMOR SPECIAL ABILITIES

While most sorcerers and wizards rarely choose to wear armor, the arcane classes that do (including bards, warlocks, and warmages) often find special abilities a useful addition to the meager protection of the light armors they typically use.

Death Ward: Once per day, someone wearing armor enhanced by this special ability who is struck with a death effect (death spells, magical death effects, energy drain, and any negative energy effects such as those from *inflict* spells or *chill touch*) can ignore the effect.

Moderate necromancy; CL 7th; Craft Magic Arms and Armor, *death ward*; Price +1 bonus.

Magic-Eating: This type of armor is normally decorated with spirals and fanged mouths. It functions like *armor of spell resistance* with spell resistance 13, except that any spell that targets the wearer and fails to overcome the armor's spell resistance is consumed by the armor, giving the wearer 1d8 temporary hit points to a maximum of 8 temporary hit points at any time (no matter how many spells the armor consumes). Temporary hit points gained in this fashion last for up to 1 hour.

Strong transmutation; CL 16th; Craft Magic Arms and Armor, *limited wish, spell resistance*; Price +3 bonus.

Proof against Transmutation: A character wearing this armor is impervious to any transmutation effect that would alter his form, including polymorph and petrification effects, as well as disintegration (*disintegrate* can still reduce the wearer to –10 hit points, but doesn't turn his remains to dust). The wearer can choose to allow specific spells to bypass the armor's protection (so as to cast transmutation spells on himself, for example, or to receive the benefit of *polymorph* or *enlarge person* from an allied spellcaster).

Strong abjuration; CL 12th; Craft Magic Arms and Armor, *spell immunity*; Price +5 bonus.

NEW SPECIFIC ARMOR DESCRIPTIONS

The following armors are usually preconstructed with exactly the qualities described here.

Crimson Coat of Ilpharzz: Dyed a brilliant scarlet color, a *crimson coat of Ilpharzz* is a suit of *+4 leather armor* whose surface is embroidered with flame motifs in golden thread. As a free action, the wearer can command the armor to ignite three times per day, enveloping him in magical flames that give off light as a torch. The wearer is not harmed by these flames, gaining a +4 deflection bonus to Armor Class and fire resistance 15 while they last. Any creature attacking the wearer with a natural weapon or a melee weapon that is not a reach weapon takes 1d4 points of fire damage per attack. A *crimson coat* can burn for up to 1 minute at a time.

Moderate abjuration; CL 12th; Craft Magic Arms and Armor, *fire shield, resist energy, shield*; Price 28,300 gp; Cost 14,230 gp + 1,125 XP.

Mithralmist Shirt: Forged from a silver-white mithral alloy, a *mithralmist shirt* is a *+2 mithral shirt* that fills the wearer's square with a billowing silver mist on command. The mist grants the wearer concealment but does not interfere with his vision. The armor sheds silver mist for 1 minute

Table 5–2: New Magic Items (cont'd)

Staffs	Cost
Night	30,000 gp
Eyes	34,700 gp
Entrapment	36,750 gp
Skulls	39,200 gp
Opening	42,200 gp
Vision	42,800 gp
Ethereal action	57,300 gp
Transportation	67,500 gp
Fiendish darkness	98,200 gp
Mastery	223,000 gp

Wondrous Items	Cost
Powder of the black veil	750 gp
Vest of resistance +1	1,000 gp
Contract of Nepthas	1,400 gp
Aroma of dreams	1,500 gp
Fochluchan bandore	1,900 gp
Dust of dispersion	2,100 gp
Mac-Fuirmidh cithern	2,900 gp
Vest of resistance +2	4,000 gp

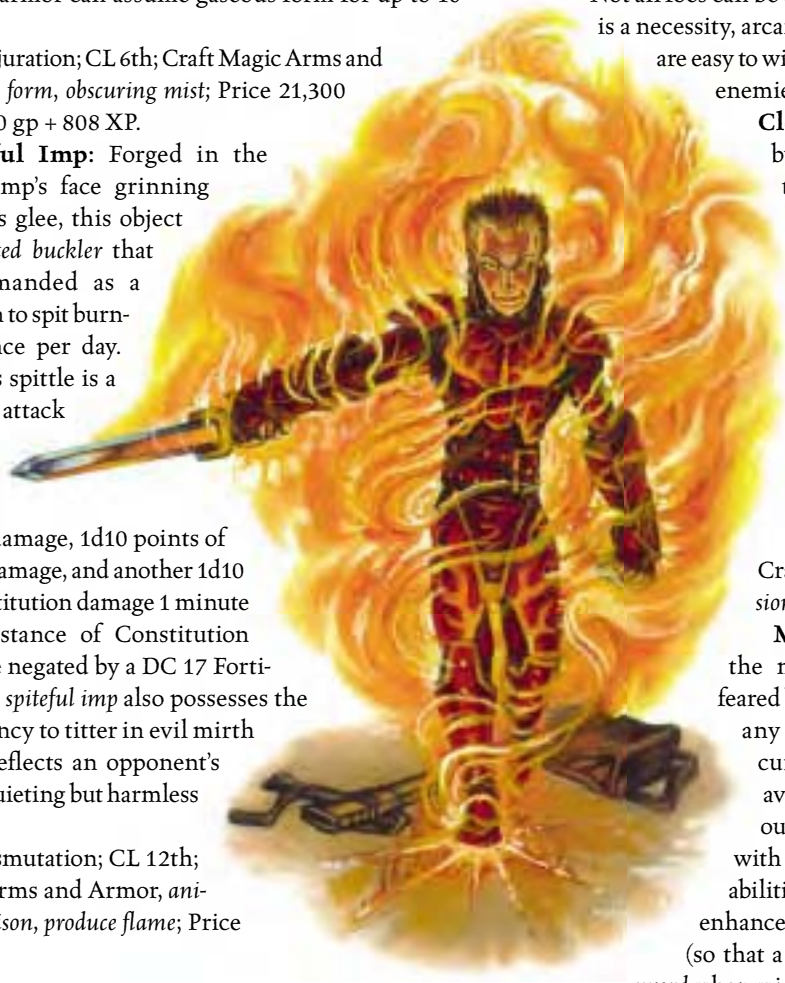
Wondrous Items	Cost
Aroma of curdled death	4,500 gp
Lenses of darkness	7,700 gp
Chasuble of fell power, lesser	8,000 gp
Vest of resistance +3	9,000 gp
Doss lute	9,800 gp
Belt of many pockets	11,000 gp
Sending stones (pair)	15,000 gp
Vest of resistance +4	16,000 gp
Chasuble of fell power, greater	18,000 gp
Thought bottle	20,000 gp
Book of blood	21,300 gp
Canaith mandolin	23,400 gp
Vest of resistance +5	25,000 gp
Rug of welcome	30,000 gp
Cli lyre	37,600 gp
Phoenix helm	53,000 gp
Anstruth harp	60,000 gp
Ollamh harp	83,600 gp
Belt of spell resistance	90,000 gp
Dyrr's impervious vestment	123,000 gp

per use, up to seven times per day. Finally, once per day, the wearer of this armor can assume gaseous form for up to 10 minutes.

Moderate abjuration; CL 6th; Craft Magic Arms and Armor, *gaseous form*, *obscuring mist;* Price 21,300 gp; Cost 11,200 gp + 808 XP.

The Spiteful Imp: Forged in the shape of an imp's face grinning with malicious glee, this object is a *+4 animated buckler* that can be commanded as a standard action to spit burning venom once per day. The venomous spittle is a ranged touch attack with a range of 30 feet that deals 1d4+6 points of fire damage, 1d10 points of Constitution damage, and another 1d10 points of Constitution damage 1 minute later (each instance of Constitution damage can be negated by a DC 17 Fortitude save). *The spiteful imp* also possesses the unusual tendency to titter in evil mirth whenever it deflects an opponent's weapon, a disquieting but harmless quality.

Strong transmutation; CL 12th; Craft Magic Arms and Armor, *animate objects, poison, produce flame*; Price 46,245 gp.



Crimson coat of Ilpharzz

New Weapon Special Abilities

Not all foes can be defeated by spells. When combat is a necessity, arcane characters favor weapons that are easy to wield or that offer the ability to keep enemies at a distance.

Clouting: A weapon enhanced by this property has the ability to drive its targets back. On a successful hit, the target of the attack must succeed on a DC 19 Fortitude save or be knocked back 10 feet (falling to the ground instead if such movement is impossible). If the first save fails, the target must succeed on another DC 19 Fortitude save or be stunned for 1 round.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *repulsion*; Price +3 bonus.

Magebane: Weapons crafted with the magebane property are rightly feared by all arcane spellcasters. Against any creature with arcane spells currently prepared or spell slots available to cast arcane spells without preparation, or against creatures with the ability to use arcane spell-like abilities, a magebane weapon's effective enhancement level is 2 better than normal (so that a *+1 longsword* becomes a *+3 longsword* when wielded against arcane spellcasters) and deals an extra 2d6 points of damage. Magebane

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bows, crossbows, and slings bestow this ability upon their ammunition.

Moderate conjuration; CL 8th; Craft Magic Arms and Armor, *dispel magic*; Price +1 bonus.

Skillful: Highly prized by many arcane spellcasters, a skillful weapon can be wielded without penalty by a character not normally proficient with it. In addition, the wielder's base attack bonus improves to a minimum of 3/4 his level (as a cleric of the same character level) when he attacks with a skillful weapon, though he gains no such bonus with any other weapon, even if a skillful weapon is wielded at the same time.

The skillful special ability can be added only to melee weapons.

Moderate transmutation; CL 11th; Craft Magic Arms and Armor, *Tenser's transformation*; Price +2 bonus.

NEW RING DESCRIPTIONS

The following magic rings have powers and abilities that make them highly prized among the arcane classes.

Arcane Might: Usually made of bronze, a *ring of arcane might* is forged in the shape of a serpent devouring its own tail. When worn by any arcane spellcaster, the ring provides a +1 bonus to arcane caster level for the purpose of spell penetration checks, caster level checks, and all level-based variables of any arcane spell the wearer casts.

Moderate abjuration; CL 8th; Forge Ring, *limited wish*, *greater magic weapon*; Price 20,000 gp.

Lore: A creature wearing a *lore ring* can use *legend lore* and *stone tell* each once per week by speaking a command word, and can find magic traps created by glyphs, runes, sigils, and symbols with a successful Search check, just as a rogue does.

Strong divination; CL 12th; Forge Ring, *find traps, legend lore, stone tell*; Price 23,250 gp.

Spell-Battle: This potent ring is typically made of gold and set with small spheres of silver. The wearer becomes cognizant of all spellcasting that occurs within 60 feet, and he can identify the spell being cast (even if he can't see its casting or effect) on a successful Spellcraft check (DC 15 + spell level). If this identification succeeds, the wearer can choose once per day to have the ring counterspell (without readying a counterspell action or making a dispel check) or can change the target or the point of effect of the spell to any target or point within 60 feet (including himself if he chooses to redirect a potentially beneficial spell). If the wearer chooses an illegal target (an animal for a humanoid-affecting spell, for instance, or a point of effect outside the spell's range as measured from the original caster), the spell functions normally and the redirection is wasted. If the wearer ends up in the area of a retargeted spell, he experiences the effect of the spell as normal.

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Tordek meets a staff of clouting

Strong divination; CL 14th; Forge Ring, *detect magic*, *dispel magic*, *spell turning*, creator must have 10 ranks in Spellcraft; Price 67,600 gp.

Theurgy: Often carved from a single piece of polished coral, a *ring of theurgy* functions differently depending on which type of arcane spellcaster wears it. For wizards and other characters who prepare spells, the ring serves as a small and quickly accessible spellbook capable of storing up to three spells of any level the wearer can cast. As a move action, the wearer can transfer any spell in the ring to an empty spell slot of the appropriate level, with the spell instantly ready to be cast as if previously prepared. The wearer can't transfer a spell from a *ring of theurgy* to an expended spell slot, but only to a spell slot that he deliberately left empty in order to prepare a spell, providing some degree of spontaneity in the spells he has available even though he gains no additional spells per day. For example, a 5th-level wizard might store *fireball*, *dispel magic*, and *fly* in the ring, then leave one 3rd-level spell slot open to be used for offense, defense, or escape as necessary.

Sorcerers and other characters who don't prepare spells gain a different benefit from a *ring of theurgy*. Each spell stored in the ring is usable as an additional spell known as long as the character has an unused spell slot of the appropriate level. The stored spell disappears from the ring when cast, but the wearer can then have spells not on his spell list cast into the ring to be used again. For example, a bard who doesn't have *invisibility sphere* on him list of spells known could have the spell put into a *ring of theurgy* by his party's wizard so that both characters have the spell available if needed.

Any material components or XP components are provided at the time the spell is cast from the ring, not at the time it is put into the ring to be stored for later retrieval.

Moderate universal; CL 12th; Forge Ring, *Rary's mnemonic enhancer*; Price 20,000 gp.

Warlock's scepter

NEW ROD DESCRIPTIONS

Rods are scepterlike devices, some imbued with unique magical powers and others augmenting the effects of spells cast through them.

Rod of Fury: A rod of this sort typically has its top carved to resemble the head of an angry deity. In addition to giving the bearer a deflection bonus to Armor Class (+1 to +5, depending on the type of rod), a *rod of fury* allows a spellcaster to increase the effectiveness of one spell of 6th level or lower per day, altering it as if it were under the effect of the Empower Spell feat. Activating this ability is a free action and does not affect the spell level or casting time of the altered spell (even for sorcerers and other spontaneous casters).

Strong abjuration; CL 17th; Craft Rod, Empower Spell, Spell Focus, *protection from chaos/evil/good/law*, creator's caster level must be at least three times that of the bonus placed in the rod; Price 26,800 gp (+1), 38,800 gp (+2), 58,800 gp (+3), 77,600 gp (+4), 95,600 gp (+5).

Rod of Interference: This potent device prevents the operation of other magic items. On command up to three times per day, a *rod of interference* shoots forth a brilliant sapphire beam that unerringly strikes a single target creature within 60 feet. The targeted creature must succeed on a DC 19 Will save, or the functions of all magic items currently in its possession are suppressed for 1 minute, as if they were under the effect of a targeted *dispel magic*.

Moderate abjuration; CL 11th; Craft Rod, *greater dispel magic*; Price 72,000 gp.

Warlock's Scepter: This fearsome device is a +2 *light mace* with a head in the shape of a demonic horned skull. When held, it confers a +2 profane bonus on ranged touch attack rolls made with it. In addition, a warlock (or any other character capable of invoking an *eldritch blast*) can choose to spend charges from the scepter to increase the amount of damage his *eldritch blast* deals.

Extra Damage	Charges
+1d6	1 charge
+2d6	2 charges
+3d6	3 charges
+4d6	5 charges

The rod's wielder can expend up to 5 charges in any 24-hour period. A rod is created with 50 charges. After all charges are used, the rod remains a +2 *light mace*, but no longer provides a bonus on ranged touch attack rolls.

Moderate necromancy; CL 10th; Craft Rod, *bestow curse*; Price 28,000 gp; Weight 3 lb.

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METAMAGIC RODS

Metamagic rods hold the essence of a metamagic feat but do not change the spell slot of the altered spell. The metamagic rods presented here (modeled after the new metamagic feats presented in Chapter 3 of this book) function in all respects as those described on page 236 of the *Dungeon Master's Guide*.

Lesser and Greater Metamagic Rods: Normal metamagic rods can be used with spells of 6th level or lower. Lesser rods can be used with spells of 3rd level or lower, while greater rods can be used with spells of 9th level or lower.

Metamagic, Chaining: The wielder can cast up to three spells per day that are chained as though using the Chain Spell feat.

Strong (no school); CL 17th; Craft Rod, Chain Spell; Price 27,200 gp (lesser), 108,000 gp (normal), 243,000 gp (greater).

Metamagic, Cooperation: The wielder can cooperatively cast up to three spells per day as though using the Cooperative Spell feat.

Strong (no school); CL 17th; Craft Rod, Cooperative Spell; Price 2,700 gp (lesser), 10,500 gp (normal), 24,300 gp (greater).

Metamagic, Sculpting: The wielder can cast up to three spells per day whose areas can be modified as though using the Sculpt Spell feat.

Strong (no school); CL 17th; Craft Rod, Sculpt Spell; Price 5,400 gp (lesser), 21,600 gp (normal), 48,600 gp (greater).

Metamagic, Substitution: Four different types of the metamagic *rod of substitution* exist, each keyed to a different type of energy (acid, cold, electricity, or fire). The wielder can cast up to three spells per day as though using the appropriate Energy Substitution feat.

Strong (no school); CL 17th; Craft Rod, Energy Substitution for the appropriate energy type; Price 2,700 gp (lesser), 10,500 gp (normal), 24,300 gp (greater).

NEW STAFF DESCRIPTIONS

Few magic items are as distinctive—or threatening—as the arcanist's staff, and a spellcaster with staff in hand will give even the fiercest opponent pause.

Entrapment: A staff of this type is short and made of brass. Though most date from an earlier era and have only a handful of charges remaining, a rare few are of more recent vintage. It allows the use of the following spells:

- *Dimensional anchor* (1 charge)
- *Otiluke's resilient sphere* (1 charge)

Moderate abjuration; CL 8th; Craft Staff, *dimensional anchor, Otiluke's resilient sphere;* Price 36,750 gp.

Ethereal Action: A staff of smooth wood adorned with three silver bands, this staff is a *+1 ghost touch quarterstaff* and allows the use of the following spells:

- *Blink* (1 charge)
- *Ethereal jaunt* (1 charge)

When all its charges are used up, the staff remains a *+1 ghost touch quarterstaff.*

Moderate transmutation; CL 9th; Craft Staff, Craft Magic Arms and Armor, *blink, ethereal jaunt, plane shift;* Price 57,300 gp.

Eyes: A spiraling staff with silver inlay and topped with a large piece of amber, the *staff of eyes* allows the use of the following spells:

- *Arcane eye* (1 charge)
- *Remove blindness/deafness* (1 charge)
- *See invisibility* (1 charge)

Moderate divination; CL 8th; Craft Staff, *arcane eye, remove blindness/deafness, see invisibility;* Price 34,700 gp.

Fiendish Darkness: First seen long ago in the hands of humans and drow in the service of powerful demons and devils, these staffs are made of ebony or polished bone, often topped with a metal claw at one or both ends. When held by any good creature, a *staff of fiendish darkness* bestows one negative level that remains as long as the staff is carried. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the staff is held. A *staff of fiendish darkness* allows the use of the following spells:

- *Darkness* (1 charge)
- *Summon monster IX* (nightmare only) (2 charges)
- *Dispel magic* (2 charges)
- *Animate dead* (2 charges)

Strong varied; CL 17th; Craft Staff, *animate dead, darkness, dispel magic, summon monster IX,* creator must be evil; Price 98,200 gp.

Mastery: Wrought from four twisted rods of adamantine, this double weapon is a *+4 axiomatic staff of clouting* (see the clouting special ability earlier in this chapter) and a *+1 staff.* In addition to its potent properties as a weapon, a *staff of mastery* allows the use of the following spells:

- *Hold person* (1 charge)
- *Dimensional anchor* (1 charge)
- *Repulsion* (2 charges)
- *Dominate monster* (3 charges)

When its charges are used up, a *staff of mastery* remains a *+4 axiomatic staff of clouting/+1 staff.*

Strong enchantment; CL 17th; Craft Staff, *dimensional anchor, dominate monster, hold person, order's wrath, repulsion,* creator must be lawful; Price 223,000 gp.

Night: This staff of black wood is carved with runes of darkness, stars, and night (including one rune resembling an umber hulk). The staff grants its wielder immunity to an umber hulk's confusing gaze in addition to allowing the use of the following spells:

- *Darkvision* (1 charge)
- *Low-light vision** (1 charge)
- *Darkness* (can counter or dispel any light spell regardless of level) (1 charge)
- *Summon monster VI* (summons one fiendish umber hulk only, usable once per week) (2 charges)

If the summoned fiendish umber hulk is slain, the staff crumbles to dust.

Moderate varied; CL 11th; Craft Staff, *darkness, darkvision, dispel magic, low-light vision**, *summon monster* VI; Price 30,000 gp.

*New spell described on page 113.

Opening: This wooden staff is carved with images of doors, many of which have embossed iron bindings and miniature but nonfunctional keyholes. It allows the use of the following spells:

- *Knock* (1 charge)
- *Open/close* (1 charge)
- *Passwall* (1 charge)
- *Shatter* (1 charge)

Moderate transmutation; CL 9th; Craft Staff, *knock, open/close, passwall, shatter*; Price 42,200 gp.

Skulls: This staff is either made of ebony and topped with a skull carved from ivory, or crafted from the thighbone of a giant and topped with a smooth-polished real skull. It allows the use of the following spells:

- *Animate dead* (1 charge)
- *Cure light wounds* (1 charge)
- *Inflict light wounds* (1 charge)
- *Mass inflict light wounds* (2 charges)

Moderate necromancy; CL 9th; Craft Staff, *animate dead, cure light wounds, inflict light wounds, mass inflict light wounds*; Price 39,200 gp.

Transportation: Originally created by a wizard known as Whisper, this staff is mostly hollow (fashioned simply of wire in the shape of a staff), with a mottled brown uncut gemstone at each end. It allows the use of the following spells:

- *Blink* (1 charge)
- *Dimension door* (1 charge)
- *Teleport* (2 charges)

Moderate transmutation; CL 9th; Craft Staff, *blink, dimension door, teleport*; Price 67,500 gp.

Vision: Cut from bamboo and fitted with white leather straps, this slender staff seems more delicate than most. It allows the use of the following spells:

- *See invisibility* (1 charge)
- *Darkvision* (1 charge)
- *Remove blindness/deafness* (1 charge)
- *True seeing* (2 charges)

Each use of this staff is mentally tiring and requires the user to make a DC 12 Will save or take 1 point of Intelligence damage.

Strong divination; CL 12th; Craft Staff, *darkvision, see invisibility, remove blindness/deafness, true seeing*; Price 42,800 gp.

NEW WONDROUS ITEM DESCRIPTIONS

Although many of the items described here were invented by arcane spellcasters for their own safety, convenience, and comfort, most can be used by any character.

Aroma of Curdled Death: This dark, viscous fluid is usually stored in a small stoppered bottle and applied like a perfume. One round after exposure to air, it creates an invisible cloud of poison gas in a 10-foot radius that lasts for 1 minute. The creature wearing the *aroma of curdled death* is protected from the cloud's effect, but all other exposed creatures with 3 Hit Dice or less die with no save. Creatures with 4 to 6 Hit Dice must succeed on a DC 17 Fortitude save each round they are exposed to the effect or die (taking 1d4 points of Constitution damage on a successful save), and creatures with 6 or more Hit Dice take 1d4 points of Constitution damage (Fortitude DC 17 half). The cloud moves as the creature does.

If the bottle is opened but the liquid within not immediately applied to a creature, the cloud of poison gas that forms spreads to fill only a 5-foot radius, centered on the opened bottle or the place the liquid was poured out. This cloud also lasts for 1 minute.

Moderate conjuration; CL 9th; Craft Wondrous Item, *cloudkill*, character must have 4 ranks in Craft (alchemy); Price 4,500 gp.

Aroma of Dreams: This silvery liquid is usually kept in a small bottle and applied like a perfume. One round after exposure to air, it creates an invisible cloud of magical poison gas in a 10-foot radius that lasts for 1 minute. The creature wearing the aroma is not subject to its effect, but other creatures exposed to the gas must make a DC 14 Fortitude save or fall asleep for 1 minute. One round later, exposed creatures (whether already asleep or not) must make a second DC 14 Fortitude save or fall asleep for 1 hour. Sleeping creatures are helpless. The cloud moves as the creature does.

If the aroma is opened but not immediately applied to a creature, the cloud of poison gas that forms spreads to fill only a 5-foot radius, centered on the opened bottle or the place the liquid was poured out. This cloud also lasts for 1 minute.

Faint enchantment; CL 5th; Craft Wondrous Item, *deep slumber*, character must have 4 ranks in Craft (alchemy); Price 1,500 gp.

Belt of Many Pockets: This broad belt seems to be nothing more than a well-made article of clothing, but closer examination reveals eight small pouches along its inner front. In fact, a total of sixty-four extradimensional pouches exist in the belt, with seven more "behind" each of the eight readily apparent ones. Each pouch is similar to a miniature *bag of holding*, able to contain up to 1 cubic foot of material weighing as much as 10 pounds. In addition, if the wearer has a familiar, any pouch can hold it no matter what its size or weight. The familiar has no need for food, water, or air while inside the pouch, but any other living creature of suitable size placed within a pocket has enough air for only 1 minute, after which it suffocates.

Anything stored in the belt's pockets is effectively weightless and doesn't affect the wearer's carrying capacity so long as the belt is worn around the waist. If removed, the belt weighs one-tenth of the total weight of all the items stored within it.

While worn around the waist, the belt responds to its wearer's desire to extract something (by opening the correct pouch) or store something (by opening an empty pouch).

Retrieving a specific item from the pouch is a move action, but doesn't provoke the attacks of opportunity that retrieving a stored item usually does.

Moderate conjuration; CL 9th; Craft Wondrous Item, *familiar pocket**, *Leomund's secret chest*, *locate object*; Price 11,000 gp; Weight 1 lb.

*New spell described on page 106.

Belt of Spell Resistance: When worn around the waist, this intricately embroidered sash grants the wearer spell resistance 21.

Moderate abjuration; CL 9th; Craft Wondrous Item, *spell resistance*; Price 90,000 gp.

Book of Blood: Bound in blood-red leather and bearing a bronze clasp, this vellum spellbook is waterproof, fireproof, and lockable, and can contain up to forty-five spells of any level. In addition, once per day, its owner can use the book to cast *summon monster IV* to summon a yeth hound. The book can also be used to cast *finger of death* once per day, but each such use permanently drains 1 hit point from the wielder. The book must be held to utilize its powers.

Strong conjuration, strong necromancy; CL 13th; Craft Wondrous Item, *finger of death*, *summon monster IV*; Price 21,300 gp; Weight 3 lb.

Chasuble of Fell Power: This long, embroidered strip of scarlet cloth is covered with arcane sigils and mystic designs. Worn over the neck (occupying space on the body as an amulet), a *chasuble of fell power* adds 1d6 points of damage (lesser) or 2d6 points of damage (greater) to any *eldritch blast* the wearer invokes, or to any spell the wearer casts that deals hit point damage and has the chaotic descriptor.

Moderate evocation; CL 6th (lesser) or 9th (greater); Craft Wondrous Item, creator must be able to invoke an *eldritch blast* or cast *chaos hammer*; Price 8,000 gp (lesser), 18,000 gp (greater).

Contract of Nepthas: Easily mistaken for a scroll if found as treasure, this item is actually a magical contract, usually contained in an ivory tube and scribed in black ink on golden-brown vellum. The details of the contract are blank, and the user can fill it in with any instructions, agreement, or conditions he cares to create. When the contract is signed, though, the item's true power is revealed to both parties, and any signatory who breaks the contract is subject to a curse that strikes it blinded, deafened, and mute (no saving throw, though spell resistance applies). The curse of a *contract of Nepthas* can be removed only by means of *remove curse* cast by an 8th-level spellcaster or a *break enchantment* spell (DC 25).

Because a contract typically involves two parties agreeing on a set of conditions, nonspecific terms might allow a clever signatory to escape them without suffering the contract's curse. For example, if an adventurer signs a contract with a king stating that he will slay a dragon in the Northern Hills by the eve of the new moon, the contract is effectively open-ended by virtue of its not specifying "the next new moon," even if that was both parties' meaning and intent.

Contracts signed by creatures under the influence of charm or compulsion effects are null and void.

Moderate enchantment; CL 11th; Craft Wondrous Item, *lesser geas*; Price 1,400 gp.

Dust of Dispersion: This fine powder resembles other types of magic dust, and a single handful flung into the air creates a translucent cloud 10 feet high, 10 feet long, and 10 feet wide. Creatures outside the cloud can see into it and through it (though their sight is slightly blurred), but any ranged attacks entering or passing through the cloud have a 50% miss chance. Creatures within the cloud make ranged attack rolls normally.

The cloud persists for 3 minutes, but a moderate wind (11+ mph) disperses it in 4 rounds. A strong wind (21+ mph) disperses the cloud in 1 round, and any spell that deals fire damage burns away any part of the cloud in its area. The dust cannot be used underwater.

Faint illusion; CL 3rd; Craft Wondrous Item, *blur*, *glitterdust*; Price 2,100 gp.

Dyrr's Impervious Vestment: This black silk robe is embroidered with adamantine thread in an elegant waterfall pattern. It confers a +9 armor bonus to its wearer, and once per day can be commanded to create a *blade barrier* as a full-round action. The spell produces a ringed wall of whirling blades only (20 feet high, up to 90 feet in diameter, centered on the wearer's current location), which lasts for 18 minutes or until dismissed as a standard action. As long as *Dyrr's impervious vestment* is worn, the wearer is able to pass through the barrier without harm, though he receives no such protection against any other *blade barrier*.

Strong abjuration; CL 18th; Craft Wondrous Item, *blade barrier*, *mage armor*; Price 123,000 gp; Weight 3 lb.

Instruments of the Bards: A wise and powerful bard named Falataer reportedly created the first of these instruments, using them to test and reward the students of the seven levels of his bardic college. Others have since copied the designs, honoring Falataer by keeping the names he gave them. Each instrument has its own set of unique powers that can be activated automatically by anyone with sufficient ranks in the appropriate Perform skill, but for a character without the requisite skill, some instruments bestow one negative level as long as the instrument is carried. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the instrument is held.

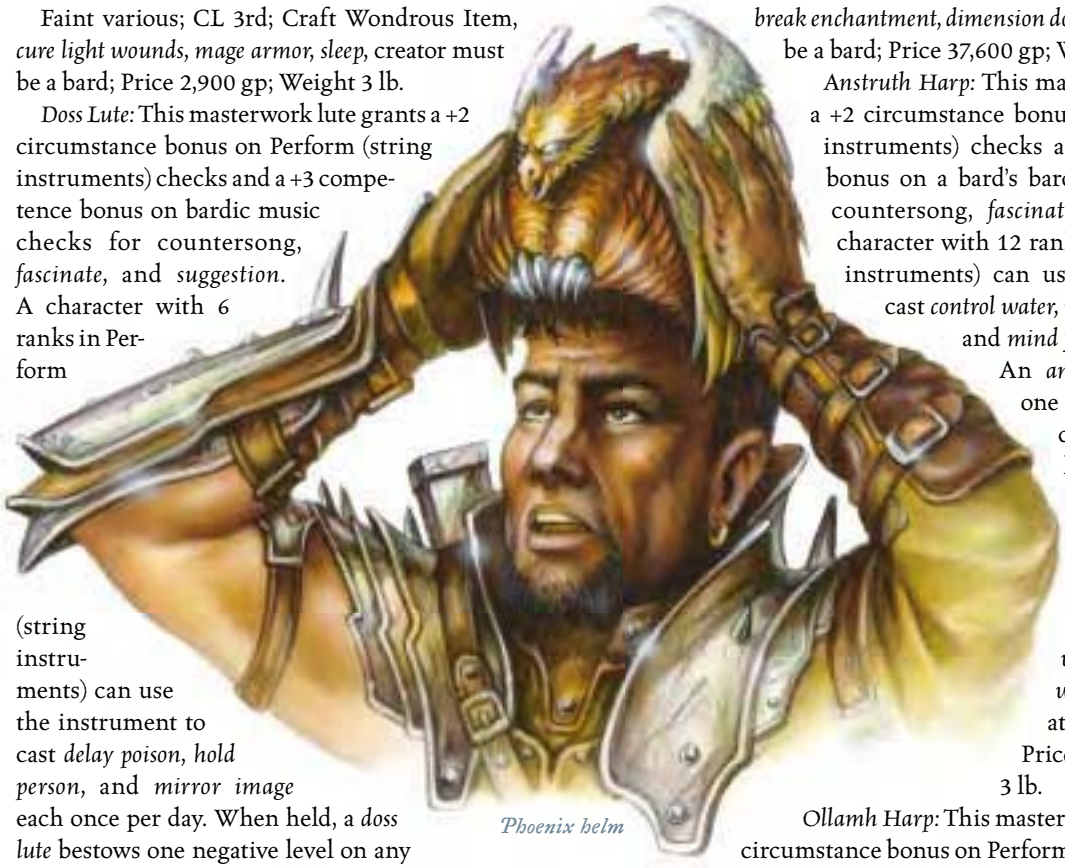
Fochluchan Bandore: This three-stringed masterwork lute grants a +2 circumstance bonus on Perform (string instruments) checks and a +1 competence bonus on bardic music checks for countersong, *fascinate*, and *suggestion*. The instrument can be played by anyone to produce *light* once per day. Any character with 2 ranks in Perform (string instruments) can also use the bandore to cast *flare*, *mending*, and *message* each once per day.

Faint transmutation, faint evocation; CL 3rd; Craft Wondrous Item, *flare*, *light*, *mending*, *message*, creator must be a bard; Price 1,900 gp; Weight 3 lb.

Mac-Fuirmidh Cithern: This pear-shaped masterwork lute grants a +2 circumstance bonus on Perform (string instruments) checks and a +2 competence bonus on bardic music checks for countersong, *fascinate,* and *suggestion*. The cithern can be played by anyone with 4 ranks in Perform (string instruments) to cast *cure light wounds, mage armor,* and *sleep* each once per day.

Faint various; CL 3rd; Craft Wondrous Item, *cure light wounds, mage armor, sleep,* creator must be a bard; Price 2,900 gp; Weight 3 lb.

Doss Lute: This masterwork lute grants a +2 circumstance bonus on Perform (string instruments) checks and a +3 competence bonus on bardic music checks for countersong, *fascinate,* and *suggestion*. A character with 6 ranks in Perform (string instruments) can use the instrument to cast *delay poison, hold person,* and *mirror image* each once per day. When held, a *doss lute* bestows one negative level on any creature that doesn't have at least 6 ranks in Perform (string instruments).



Phoenix helm

Faint various; CL 5th; Craft Wondrous Item, *delay poison, hold person, mirror image,* creator must be a bard; Price 9,800 gp; Weight 3 lb.

Canaith Mandolin: This eight-stringed masterwork mandolin grants a +2 circumstance bonus on Perform (string instruments) checks and a +4 competence bonus on a bard's bardic music checks for countersong, *fascinate,* and *suggestion*. A character with 8 ranks in Perform (string instruments) can use the instrument to cast *cure serious wounds, dispel magic,* or *summon monster III* each once per day. When held, the instrument bestows one negative level on any creature that doesn't have at least 8 ranks in Perform (string instruments).

Moderate various; CL 8th; Craft Wondrous Item, *cure serious wounds, dispel magic, summon monster III,* creator must be a bard; Price 23,400 gp; Weight 3 lb.

Cli Lyre: This masterwork lyre grants a +2 circumstance bonus on Perform (string instruments) checks and a +5 competence bonus on a bard's bardic music checks for countersong, *fascinate,* and *suggestion*. A character with 10 ranks in Perform (string instruments) can use the instrument to cast *break enchantment, dimension door,* and *shout* each once per day. When held, a *cli lyre* bestows one negative level on any creature that doesn't have at least 10 ranks in Perform (string instruments).

Moderate various; CL 11th; Craft Wondrous Item, *break enchantment, dimension door, shout,* creator must be a bard; Price 37,600 gp; Weight 3 lb.

Anstruth Harp: This masterwork harp grants a +2 circumstance bonus on Perform (string instruments) checks and a +6 competence bonus on a bard's bardic music checks for countersong, *fascinate,* and *suggestion*. A character with 12 ranks in Perform (string instruments) can use the instrument to cast *control water, mass cure light wounds,* and *mind fog* each once per day. An *anstruth harp* bestows one negative level on any creature that doesn't have at least 12 ranks in Perform (string instruments).

Strong various; CL 14th; Craft Wondrous Item, *control water, mass cure light wounds, mind fog,* creator must be a bard; Price 60,000 gp; Weight 3 lb.

Ollamh Harp: This masterwork harp grants a +2 circumstance bonus on Perform (string instruments) checks and a +7 competence bonus on a bard's bardic music checks for countersong, *fascinate, and suggestion*. A character with 14 ranks in Perform (string instruments) can use the instrument to cast *control weather, eyebite,* and *repulsion* each once per day. The instrument bestows one negative level on any creature that doesn't have at least 14 ranks in Perform (string instruments).

Strong various; CL 17th; Craft Wondrous Item, *control weather, eyebite, repulsion,* creator must be a bard; Price 83,600 gp; Weight 3 lb.

Lenses of Darkness: These two dark glass lenses fit over the user's eyes, granting a +4 bonus on saving throws against illusion (pattern) spells, spells with the light descriptor, and any light effects that cause blindness (such as a *prismatic wall*).

Faint abjuration, faint evocation; CL 3rd; Craft Wondrous Item, *darkness, resistance;* Price 7,700 gp.

Phoenix Helm: This helm is forged of copper and inlaid with silver and gold, stylized in the shape of a phoenix with wings unfurled, legs guarding the temples, and its head adorning the brow. When worn, the helmet grants its wearer

Illus. by M. Moore

low-light vision and the ability to use *feather fall, flame arrow, fly, resist energy,* and *speak with animals* (birds only) each once per day.

Moderate various; CL 9th; Craft Wondrous Item, *feather fall, flame arrow, fly, low-light vision*, resist energy, speak with animals;* Price 53,000 gp; Weight 3 lb.

*New spell described on page 113.

Powder of the Black Veil: A pinch of this sooty, black powder cast into an area creates a 10-foot-high cloud in a 10-foot spread centered on the user. The cloud remains in place for 2d4 rounds, and any creature caught in the area (or one that enters it) is blinded for as long as it stays in the cloud and for 1d4 rounds after it leaves unless it succeeds on a DC 13 Will save.

Faint necromancy; CL 3rd; Craft Wondrous Item, *blindness/deafness;* Price 750 gp.

Rug of Welcome: This finely crafted rug looks like a normal floor covering, 5 feet wide and 10 feet long. When commanded to guard an area, it animates and attempts to grab, then grapple any Large or smaller creature that steps on it. The owner can set a password to allow creatures to pass without causing the rug to attack, and can command the rug from up to 30 feet away (though the owner need not be present for the rug to attack). The rug can attack one creature at a time; unless it is destroyed, it continues to attempt to grapple or hold its target until commanded to release.

Moderate transmutation, moderate evocation; CL 11th; Craft Wondrous Item, *animate objects, Bigby's grasping hand;* Price 30,000 gp; Weight 15 lb.

Animated Rug of Welcome: CR 5; Large construct; HD 13d10; hp 71; Init +0; Spd 0 ft.; AC 20, touch 9, flat-footed 20; Base Atk +9; Grp +23; Atk +22 melee touch (no damage, grab); Full Atk +22 melee touch (no damage, grab); Space/Reach 10 ft./5 ft.; SA improved grab; SQ construct traits; AL N; SV Fort +4, Ref +4, Will +4; Str 31, Dex 10, Con —, Int —, Wis 11, Cha 1.

Improved Grab (Ex): To use this ability, a *rug of welcome* must hit a creature of its size category or smaller with its grab attack. (The rug has a +4 racial bonus on its grab attacks, already figured into the statistics above.) It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold.

Sending Stones: These items usually resemble two lumps of unworked stone. Once per day, each stone in a pair can send a message (as the *sending* spell) to the bearer of the other stone. If the stone's mate is not in a creature's possession, no message is sent and the user knows the message did not go through. If either stone in a pair is destroyed, its mate becomes useless.

Moderate evocation; CL 7th; Craft Wondrous Item, *sending;* Price 15,000 gp (pair); Weight 1 lb.

Thought Bottle: A flask of thick green glass, a *thought bottle* can be used to store thoughts, memories, experience, or spells. A single bottle can hold five thoughts or memories at a time, or a single creature's current experience, or a single spellcaster's collection of prepared spells. Any individual that touches the bottle and speaks the command word instantly gains a general knowledge of the bottle's contents, but doesn't actually access the thoughts, memories, or spells within until he consciously decides to do so. Storing or retrieving anything from a *thought bottle* requires a full-round action that provokes attacks of opportunity.

Thoughts: The bottle can store specific ideas, communications, or conclusions. Once a memory is stored, it disappears from the user's mind, but he remembers the general nature of the stored thought. For example, if the user stored the name of a murderer, that name would disappear from his memory and be unrecoverable from his own mind by any means, though he would know that the thought bottle now contains the murderer's name. Similarly, secret messages and intelligence can be hidden in a *thought bottle* to pass them to someone else.

Memories: The user's recollection of a single day's events can be stored in the bottle. Once stored, the user remembers the general nature of the memory ("the day we performed the Ritual of Binding") but loses all details of the event itself.

Experience: A *thought bottle* can be used to offset level loss as a *restoration* spell can, but is effective against level loss that even *restoration* can't undo (including levels lost due to death, but not the negative levels bestowed by magic items such as a holy weapon). When a user's experience has been stored within the bottle, he can subsequently access the bottle to restore his XP total to exactly what it was when it was last stored, negating any levels lost in the interim. Storing experience in the bottle is difficult, and the user must pay 500 XP (deducted before storing) to do so. Only the creature that stored experience can retrieve it, but if the bottle is destroyed or lost, the user suffers no ill effects.

Spells: An owner who prepares spells can store some or all of his memorized spells in a *thought bottle.* Any spell he puts into the *thought bottle* is expended as if he had cast it, but the spells in the bottle can then be retrieved at any later date to be prepared as normal. Wizards often use this function of the bottle to create a kind of backup spellbook, concealing *thought bottles* in well hidden boltholes against the eventuality of their grimoires being stolen or destroyed. Only the character who stored the spells can retrieve them, and if the bottle is destroyed, the stored spells are lost with no effect.

Strong enchantment; CL 13th; Craft Wondrous Item, *demand, modify memory;* Price 20,000 gp; Weight 1 lb.

Vest of Resistance: These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint abjuration; CL 5th; Craft Wondrous Item, *resistance,* creator's caster level must be at least three times the vest's bonus; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight 1 lb.

Illus. by M. Cavotta

Monsters of bizarre nature and arcane power often go hand in hand, for the magic that high-level arcanists wield can summon outsiders from distant planes, build construct mockeries of living creatures, or modify mundane creatures in ways far beyond the will of nature. Some creatures with a magical essence of their own are drawn to arcane power, often hoping to feed on a spellcaster's magic or intent on destroying those who wield magic as a weapon.

EFFIGY CREATURE

Effigies are magically animated automatons built in the form other living creatures. They are things of clockwork mechanisms and alchemy, animated by an elemental spirit bound to their mechanical shells. Magical artificers and artisans capable of creating such complex devices are few and far between, so effigies are not at all common.

Unlike with most constructs, an effigy creature's true nature is not always immediately obvious. Some are quite lifelike, revealing their true nature only after taking serious damage. An observer must succeed on a DC 20 Spot check to notice that the effigy is an automaton, not a living creature of its type.

Effigy creatures do only what they are instructed to do by their creators. They draw no conclusions of their own and follow orders explicitly with no regard for their own safety. The commands given them must be simple, such as "Remain here and attack any elves who enter this room," or "Follow and defend against any who attack my party."

An effigy's creator can command it if the effigy is within 60 feet and can see and hear him. If uncommanded, an effigy usually follows its last instruction to the best of its ability, but it will defend itself if attacked. An effigy's creator can order the creature to obey the orders of another individual (who can in turn order the effigy to obey someone else), but the effigy's creator can always resume control over his creation by commanding the effigy to obey him alone.

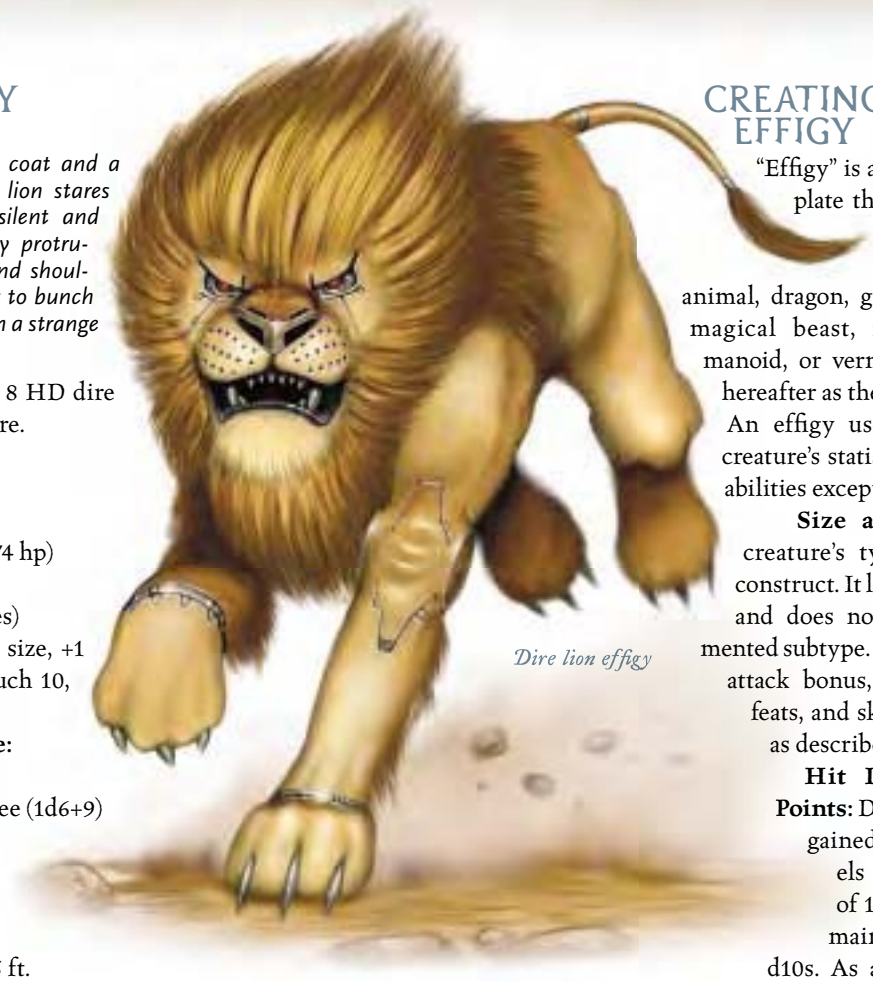
Damaged effigies can be repaired by means of any *repair* spell (see Chapter 4) or by manual repair in an appropriate workshop or laboratory. The individual performing the repairs must have the Craft Construct feat (see page 303 of the *Monster Manual*) or 10 ranks in Knowledge (architecture and engineering), and must spend 50 gp and 1 hour per hit point restored.

SAMPLE EFFIGY CREATURE

With a tawny, spotted coat and a short mane, this huge lion stares blankly ahead, eerily silent and motionless. It has bony protrusions around its eyes and shoulders, and its hide seems to bunch and gather at its joints in a strange manner.

This example uses an 8 HD dire lion as the base creature.

Dire Lion Effigy
Large Construct
Hit Dice: 8d10 + 30 (74 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 16 (–1 size, +1 Dex, +6 natural) touch 10, flat-footed 15
Base Attack/Grapple: +6/+19
Attack: Claw +15 melee (1d6+9)
Full Attack: 2 claws +15 melee (1d6+9) and bite +10 melee (1d8+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab, pounce, rake 1d6+4
Special Qualities: Damage reduction 5/adamantine, construct traits, darkvision 60 ft., low-light vision
Saves: Fort +2, Ref +3, Will +2
Abilities: Str 29, Dex 13, Con —, Int —, Wis 11, Cha 1
Skills: —
Feats: Weapon Focus (claw)
Environment: Any
Organization: Any
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: None
Level Adjustment: —



Dire lion effigy

Illus. by F. Vohwinkel

Combat

Like a living dire lion, an effigy attacks by leaping on its opponent, clawing and biting.

Improved Grab (Ex): To use this ability, an effigy dire lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a dire lion charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +15 melee, damage 1d6+9.

CREATING AN EFFIGY

"Effigy" is an acquired template that can be added to any corporeal aberration, animal, dragon, giant, humanoid, magical beast, monstrous humanoid, or vermin (referred to hereafter as the base creature). An effigy uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to construct. It loses all subtypes and does not gain the augmented subtype. Recalculate base attack bonus, saving throws, feats, and skills accordingly as described below.

Hit Dice and Hit Points: Drop any Hit Dice gained from class levels (to a minimum of 1) and change remaining Hit Dice to d10s. As a construct, the creature loses any bonus hit points for high Constitution, but gains bonus hit points based on its size, as shown below:

Construct Size	Bonus Hit Points
Fine to Tiny	—
Small	10
Medium	20
Large	30
Huge	40
Gargantuan	60
Colossal	80

Speed: As base creature.

Armor Class: An effigy's natural armor bonus improves by 2 points. It is crafted from material generally tougher than living flesh.

Base Attack Bonus: As a construct, an effigy creature's base attack bonus is equal to 3/4 its Hit Dice (as a cleric).

Attack: An effigy retains all the natural attacks and weapon proficiencies of the base creature. An effigy based on a humanoid or human-shaped creature with no natural attacks gains a slam attack as shown below, which it can use in place of a weapon attack. An effigy that has two slam attacks can wield a weapon in one hand and make a slam attack with its off hand at a –5 penalty, adding 1/2 its Strength bonus on the damage roll.

Size	Attack
Fine or Diminutive	—
Tiny	1 slam (1d2 plus 1-1/2 × Str bonus)
Small	1 slam (1d3 plus 1-1/2 × Str bonus)
Medium	1 slam (1d4 plus 1-1/2 × Str bonus)
Large	2 slams (1d6 plus Str bonus)
Huge	2 slams (2d6 plus Str bonus)
Gargantuan	2 slams (3d6 plus Str bonus)
Colossal	2 slams (4d6 plus Str bonus)

Special Attacks: An effigy loses all supernatural special attacks, spell-like abilities, and extraordinary special attacks for which a target's saving throw is based on the effigy's Constitution (since the creature no longer has a Con score). It retains any extraordinary special attacks that do not allow a saving throw (such as rake, rend, or constrict) or any for which the target's saving throw is based on the creature's Strength (such as trample) or Dexterity (such as a howler's quills).

Special Qualities: An effigy loses all the special qualities of the base creature, but it gains the special qualities given below.

Damage Reduction (Su): An effigy gains damage reduction based on the base creature's Hit Dice:

Hit Dice	Damage Reduction
1–3	1/adamantine
4–6	3/adamantine
7–10	5/adamantine
11–15	7/adamantine
16–20	10/adamantine
21 or more	15/adamantine

Saving Throws: Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/3 HD.

Abilities: An effigy creature's Strength increases by 4, and it takes a –2 penalty to Dexterity. It has no Constitution or Intelligence score, and has Wisdom 11 and Charisma 1.

Skills and Feats: An effigy creature loses all skill points and all feats except for those feats that improve its attacks (such as Improved Natural Attack, Multiattack, Weapon Finesse, or Weapon Focus).

Environment: Any.
Organization: None.
Challenge Rating: Same as base creature +1.
Treasure: None.
Alignment: Always neutral.
Advancement: None.
Level Adjustment: —.

CONSTRUCTING AN EFFIGY

An effigy can be built either by means of the craft effigy class ability of the effigy master prestige class (see page 30) or by means of the Craft Construct feat (see page 303 of the *Monster Manual*).

An effigy built with the Craft Construct feat uses a body built from wood, leather, metal, and wire, constructed with either a DC 15 Craft (woodworking, leatherworking, or metalworking) check or a DC 15 Knowledge (architecture and engineering) check. The cost of the effigy's body depends on its size:

Tiny	500 gp
Small	1,000 gp
Medium	2,000 gp
Large	5,000 gp
Huge	10,000 gp
Gargantuan	25,000 gp
Colossal	50,000 gp

The market price of an effigy creature is equal to the cost of its body plus 2,000 gp per Hit Die. The cost to create is equal to the cost of the body plus 1,000 gp and 80 XP per Hit Die, and creating an effigy creature requires a minimum caster level equal to the creature's Hit Dice.

ELEMENTAL GRUE

Grues are horrible creatures spawned in dark places within the Elemental Planes, the result of the taint of evil magic. Eager to leave their home planes at any opportunity, these creatures are prized by many wizards, for at the heart of each grue lies a pearllike magic object the size of a fist, each carefully etched with the arcane workings of an elemental spell suitable for copying into a spellbook. This spell object's origins lie in the grue's own magical beginning, and is the only thing that remains of the creature if it is slain. See the individual elemental grue descriptions for details.

All four types of grues can be summoned by means of a *summon monster* IV spell (the spell acquires the evil descriptor when so used). Note that summoned creatures return to their home planes if killed on the Material Plane, so a summoned elemental grue slain on the Material Plane leaves no spell object behind.

COMBAT

Each type of grue has its own unique combat abilities and tactics, but all share some qualities. An elemental grue's natural attacks, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

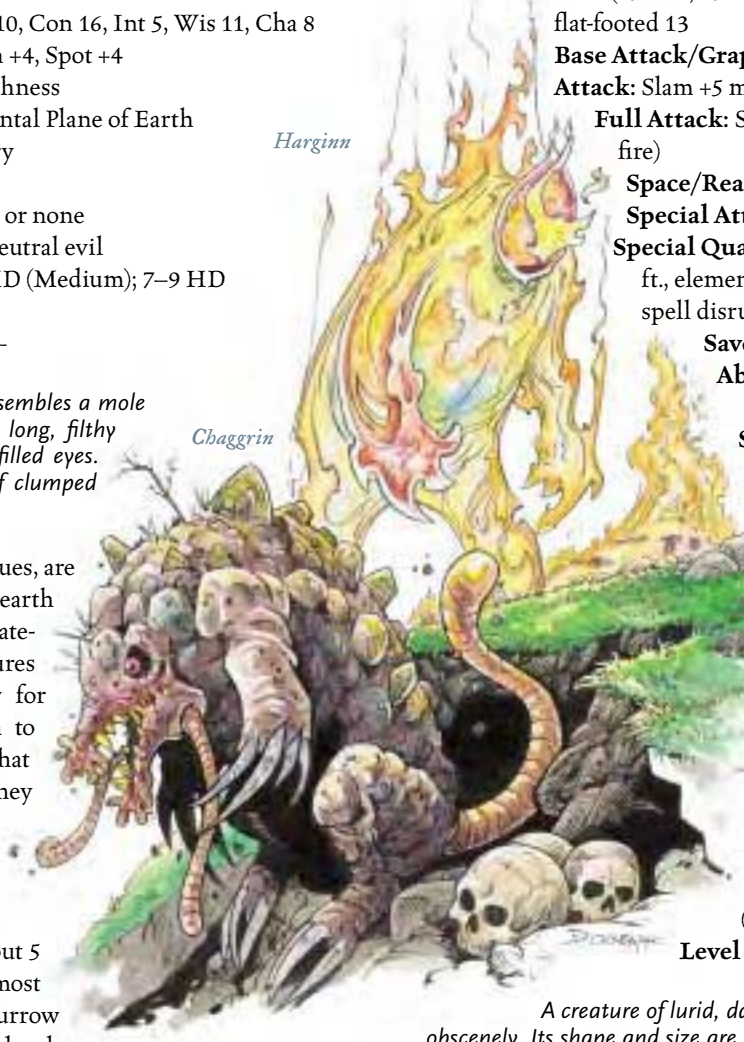
Spell Disruption (Su): The very presence of an elemental grue interferes with spells that affect the grue's associated element. Any spellcaster within 40 feet of a chaggrin who casts a spell with the same descriptor as the grue's element (earth, fire, air, or water) must succeed on a DC 15 caster level check or have the spell fail. Within the same area of any such spell currently in effect, a grue has a chance to dispel the effect as a free action, as if casting a targeted *dispel magic* (caster level 10th).

CHAGGRIN (EARTH GRUE)

Medium Elemental (Earth, Evil, Extraplanar)
Hit Dice: 3d8+12 (25 hp)
Initiative: +0
Speed: 30 ft. (6 squares), burrow 20 ft.

Armor Class: 16 (+6 natural), touch 10, flat-footed 16
Base Attack/Grapple: +2/+5
Attack: Claw +5 melee (1d6+3)
Full Attack: 2 claws +5 melee (1d6+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Sneak attack +1d6
Special Qualities: Darkvision 60 ft., elemental traits, immunity to acid, spell disruption, tremorsense 30 ft.
Saves: Fort +6, Ref +1, Will +1
Abilities: Str 17, Dex 10, Con 16, Int 5, Wis 11, Cha 8
Skills: Hide +2, Listen +4, Spot +4
Feats: Alertness, Toughness
Environment: Elemental Plane of Earth
Organization: Solitary
Challenge Rating: 2
Treasure: Spell object or none
Alignment: Always neutral evil
Advancement: 4–6 HD (Medium); 7–9 HD (Large)
Level Adjustment: —

This strange creature resembles a mole the size of a hog, with long, filthy claws and beady, hate-filled eyes. It seems to be made of clumped soil and rock.



Illus. by D. Crabapple

Chaggrins, or earth grues, are magical corruptions of earth and rock. They are hateful and violent creatures that dig and burrow for no other reason than to damage the element that spawned them, but they especially like to slake their dusty thirst with the blood of Material Plane creatures.

An earth grue is about 5 feet long and weighs almost 500 pounds. It can burrow though soil, earth, sand, rubble, or other loose material, but not through solid stone. Its voice sounds like rocks grinding together. Though they speak Terran, chaggrins are not talkative creatures.

To determine the type of spell object contained in an earth grue, roll d%: 01–70, *resist energy*; 71–100, *nondetection*.

COMBAT

Chaggrins like to lie buried in the ground, hoping to surprise foes passing overhead.

Sneak Attack (Ex): If a chaggrin can catch an opponent when he is unable to defend himself effectively from its attack, it can strike a vital spot for extra damage. Basically, the chaggrin's attack deals extra damage any time its target would be denied a Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not), or when the chaggrin flanks its target.

HARGINN (FIRE GRUE)

Medium Elemental (Evil, Extraplanar, Fire)
Hit Dice: 3d8+3 (16 hp)
Initiative: +3
Speed: 40 ft. (8 squares)
Armor Class: 16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple: +2/+2
Attack: Slam +5 melee (1d4 plus 1d6 fire)
Full Attack: Slam +5 melee (1d4 plus 1d6 fire)
Space/Reach: 5 ft./5 ft.
Special Attacks: *Fire spray*
Special Qualities: *Blur*, darkvision 60 ft., elemental traits, immunity to fire, spell disruption, vulnerable to cold
Saves: Fort +2, Ref +6, Will +1
Abilities: Str 11, Dex 16, Con 12, Int 9, Wis 11, Cha 8
Skills: Jump +6, Listen +4, Spot +4
Feats: Alertness, Weapon Finesse
Environment: Elemental Plane of Fire
Organization: Solitary
Challenge Rating: 2
Treasure: Spell object or none
Alignment: Always neutral evil
Advancement: 4–6 HD (Medium); 7–9 HD (Large)
Level Adjustment: —

A creature of lurid, darting flame dances and capers obscenely. Its shape and size are roughly humanoid, but its features shift and crackle like the leaping flames of a bonfire.

Harginns, or fire grues, are creatures of living flame corrupted by dark magic. Like other grues, they are malicious and destructive beings that delight in inflicting pain.

Fire grues speak Ignan, their voices rustling and crackling like flame as they taunt their foes with cruel jests and hateful laughter. A harginn is about 6 feet tall but weighs only 10 pounds (most of its substance is nothing but fire).

To determine the type of spell object contained in a fire grue, roll d%: 01–70, *flaming sphere*; 71–100, *haste*.

COMBAT

Harginns typically rush into melee, counting on their speed and agility to protect them while they battle wildly.

Fire Spray (Sp): As a standard action, a fire grue can create a 30-foot cone of fire, dealing 2d6 points of fire damage (Reflex DC 11 half). This ability is the equivalent of a 2nd-level spell.

Blur (Sp): Fire grues naturally flicker and waver continuously as if under the effect of a *blur* spell (caster level 10th). They have concealment against all attacks by creatures that rely on sight.

ILDRISS (AIR GRUE)

Medium Elemental (Air, Evil, Extraplanar)
Hit Dice: 3d8 (13 hp)
Initiative: +3
Speed: Fly 40 ft. (perfect) (8 squares)
Armor Class: 16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple: +2/+3
Attack: Slam +5 melee (1d6+1)
Full Attack: Slam +5 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., elemental traits, invisible, immunity to electricity, spell disruption
Saves: Fort +1, Ref +6, Will +1
Abilities: Str 13, Dex 16, Con 10, Int 9, Wis 11, Cha 8
Skills: Listen +4, Move Silently +5, Spot +4
Feats: Alertness, Weapon Finesse
Environment: Elemental Plane of Air
Organization: Solitary
Challenge Rating: 2
Treasure: Spell object or none
Alignment: Always neutral evil
Advancement: 4–6 HD (Medium); 7–9 HD (Large)
Level Adjustment: —

Some unseen force seems to hover in the surrounding air. Wild winds whip past, carrying dust, debris, and litter in their wake.

An ildriss, or air grue, is the product of an evil spell corrupting the substance of elemental air. It is a capricious and violent creature that rages constantly against its surroundings, trying its strength against any obstacle in its path or hurling items through the air from sheer spite. It most enjoys venting its anger against any Material Plane creature it encounters.

An air grue is normally invisible, but if rendered visible, it appears as a roiling cloud of dark vapor, its face marked by angry, ever-changing features. It speaks Auran, but it is more prone to simply scream in inchoate anger than attempt to communicate. An air grue is about 4 feet in diameter and weighs 10 pounds.

To determine the type of spell object contained in an air grue, roll d%: 01–70, *invisibility*; 71–100, *fly*.

COMBAT

An ildriss uses its speed, maneuverability, and invisibility to best advantage in combat. Air grues like to race through an enemy's ranks, striking foes at random to cause the most mayhem and uncertainty.

Invisible (Su): Air grues are naturally invisible, gaining total concealment.

VARDIGG (WATER GRUE)

Medium Elemental (Evil, Extraplanar, Water)
Hit Dice: 3d8+6 (19 hp)
Initiative: +1
Speed: 30 ft. (6 squares), swim 60 ft.
Armor Class: 14 (+1 Dex, +3 natural), touch 11, flat-footed 13
Base Attack/Grapple: +2/+4
Attack: Slam +4 melee (1d6+3)
Full Attack: Slam +4 melee (1d6+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: *Water jet*
Special Qualities: Darkvision 60 ft., elemental traits, immunity to cold, spell disruption
Saves: Fort +5, Ref +4, Will +1
Abilities: Str 14, Dex 12, Con 14, Int 7, Wis 11, Cha 8
Skills: Hide +3, Listen +4, Spot +4, Swim +10
Feats: Alertness, Lightning Reflexes
Environment: Elemental Plane of Water
Organization: Solitary
Challenge Rating: 2
Treasure: Spell object or none
Alignment: Always neutral evil
Advancement: 4–6 HD (Medium); 7–9 HD (Large)
Level Adjustment: —

This foul creature resembles a loose, frigid mass of tainted water encased in a dripping membrane. Streams and pseudopods of liquid flail away from its shapeless body, while dark malignant eyespots drift across its surface.

Vardigg

Ildriss

Illus. by D. Crabapple

Vardiggs (or water grues) are brutish and cruel creatures created from the corruption of elemental water, and they systematically seek out and attack any other being that enters a body of water they have claimed as their own.

Vardiggs are about 4 feet in diameter and weigh about 400 pounds. When they bother to, they can speak Aquan in thick, burbling voices. To determine the type of spell-object inside a vardigg, roll d%: 01–70, *resist energy*; 71–100, *sleet storm*.

COMBAT

Vardiggs usually hide below the surface of a body of water, waiting to attack any who approach.

Water Jet (Sp): As a standard action, a water grue can create a tremendously powerful 30-foot line of water. Any creature in the area of the line takes 2d6 points of damage (Reflex DC 11 negates). A creature failing the saving throw must succeed on a Strength check or a Balance check (DC 5 + damage dealt) or be knocked prone by the force of the blast. This is the equivalent of a 2nd-level spell.

Skills: A water grue has a +8 racial bonus on any Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered, and can use the run action while swimming, provided it swims in a straight line.

ELEMENTAL MONOLITH

Like their lesser kin, elemental monoliths are living incarnations of the elemental forces that compose the multiverse. They are so powerful that only the mightiest of summoning spells can draw them to the Material Plane and compel their service, and even then the caster dare not take his attention from the monolith's control for even a moment.

Monoliths are great rulers and princes among their kind, obeyed by even the elder elementals. Only the primal elementals are more powerful.

COMBAT

Each type of monolith has its own varied combat tactics and abilities, but all share the same elemental qualities.

AIR MONOLITH

Gargantuan Elemental (Air, Extraplanar)
Hit Dice: 36d8+216 (378 hp)
Initiative: +15
Speed: Fly 100 ft. (perfect) (20 squares)
Armor Class: 31 (–4 size, +11 Dex, +14 natural), touch 17, flat-footed 20
Base Attack/Grapple: +27/+50
Attack: Slam +34 melee (6d6+11/19–20)
Full Attack: 2 slams +34 melee (6d6+11/19–20)
Space/Reach: 20 ft./20 ft.
Special Attacks: Air mastery, whirlwind
Special Qualities: Damage reduction 15/—, darkvision 60 ft., elemental traits
Saves: Fort +18, Ref +31, Will +16
Abilities: Str 32, Dex 33, Con 22, Int 12, Wis 15, Cha 17
Skills: Balance +13, Diplomacy +5, Intimidate +16, Jump +41, Listen +43, Sense Motive +15, Spot +43, Tumble +24
Feats: Alertness, Blind-fight, Cleave, Combat Reflexes, Dodge, Flyby Attack, Great Cleave, Improved Critical (slam), Improved Initiative, Improved Natural Attack, Iron Will, Mobility, Power Attack, Spring Attack
Environment: Elemental Plane of Air
Organization: Solitary
Challenge Rating: 17
Treasure: None
Alignment: Usually neutral
Advancement: 37–54 HD (Gargantuan)
Level Adjustment: —

This towering creature seems to be a shapeless cloud ringed by powerful currents of air. Distortions in the vapor and wind seem to suggest two eyes and a ragged mouth.

Lords of the Elemental Plane of Air, air monoliths seldom leave their home plane unless summoned. They speak Auran, and though they are much less taciturn than other elementals, they still choose their words with care. The voice of an air monolith sounds like the roaring of a tremendous windstorm.

Combat

Air monoliths fight much like other air elementals, but are far stronger.

Air Mastery (Ex): Airborne creatures take a –2 penalty on attack rolls and damage rolls against an air monolith.

Whirlwind (Su): An air monolith can transform itself into a whirlwind at will as a standard action and remain in that form indefinitely. In this form, the monolith can move through the air or along a surface at its fly speed.

The whirlwind is 10 feet wide at the base, up to 50 feet wide at the top, and up to 80 feet tall. The monolith controls the exact height, but it must be at least 20 feet.

The air monolith's movement while in whirlwind form does not provoke attacks of opportunity, even if the monolith enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the monolith moves into or through the creature's space.

Huge or smaller creatures take damage when caught in a whirlwind and may be lifted into the air. An affected creature must succeed on a DC 39 Reflex save when it comes into contact with the whirlwind or take 4d6 points of damage. It must also succeed on a second DC 39 Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The save DC is Strength-based.

A creature trapped in a whirlwind cannot move except to go where the air monolith carries it or to escape the whirlwind.

It can otherwise act normally, but must succeed on a Concentration check (DC 20 + spell level) to cast a spell. Creatures caught in a whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. A monolith can have only as many creatures trapped inside a whirlwind at one time as will fit inside the whirlwind's volume.

An air monolith can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned monolith always ejects trapped creatures before returning to its home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the air monolith and has a diameter equal to half the monolith's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

An air monolith in whirlwind form cannot make slam attacks and does not threaten the area around it.

EARTH MONOLITH

Gargantuan Elemental (Earth, Extraplanar)
Hit Dice: 36d8+255 (417 hp)
Initiative: –2
Speed: 30 ft. (6 squares)
Armor Class: 25 (–4 size, –2 Dex, +21 natural), touch 4, flat-footed 25
Base Attack/Grapple: +27/+55
Attack: Slam +40 melee (6d8+16/19–20)
Full Attack: 2 slams +40 melee (6d8+15/19–20)
Space/Reach: 20 ft./20 ft.
Special Attacks: Earth mastery, push
Special Qualities: Damage reduction 15/—, darkvision 60 ft., earth glide, elemental traits
Saves: Fort +27, Ref +10, Will +16
Abilities: Str 43, Dex 6, Con 24, Int 12, Wis 15, Cha 17
Skills: Diplomacy +5, Intimidate +16, Jump +29, Listen +43, Sense Motive +15, Spot +43.
Feats: Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Natural Attack, Improved Overrun, Improved Sunder, Iron Will, Power Attack, Toughness, Weapon Focus (slam)
Environment: Elemental Plane of Earth
Organization: Solitary
Challenge Rating: 17
Treasure: None
Alignment: Usually neutral
Advancement: 37–54 HD (Gargantuan)
Level Adjustment: —

A great, moving heap of earth and rock the size of a small tower lumbers forward on crude, stumplike legs. Two clublike arms studded with jagged stone hang from its shoulders, and its head is a blunt, featureless mass of earth.

Masters of the Elemental Plane of Earth, earth monoliths do not normally leave their home plane unless summoned. They are composed of whatever dirt, soil, stone, or rock from which they were conjured, and they speak Terran with voices like the grinding of stone on stone. As leaders of their kind, they are less sullen and silent than other elementals, but have little interest in communicating with creatures other than their own elemental kind.

Combat

Earth monoliths are nearly unstoppable, using their great strength to crush and destroy their foes. Like other earth elementals, earth monoliths travel through solid ground or rock as easily as humanoids walk on the earth's surface.

Air monolith

Earth monolith

Illus. by W. O'Connor

They cannot swim, though, and must either walk around a body of water or travel through the ground beneath it.

Earth Mastery (Ex): An earth monolith gains a +2 bonus on attack rolls and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the monolith takes a –4 penalty on attack rolls and damage rolls.

Push (Ex): An earth monolith can start a bull rush without provoking attacks of opportunity. The combat modifiers given in Earth Mastery also apply to the monolith's opposed Strength checks.

Earth Glide (Ex): An earth monolith can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth monolith flings the creature back 30 feet, stunning it for 1 round unless it succeeds on a DC 15 Fortitude save.

FIRE MONOLITH

Gargantuan Elemental (Extraplanar, Fire)
Hit Dice: 36d8+216 (378 hp)
Initiative: +13
Speed: 60 ft. (12 squares)
Armor Class: 29 (–4 size, +9 Dex, +14 natural), touch 15, flat-footed 20
Base Attack/Grapple: +27/+50
Attack: Slam +35 melee (6d6+11/19–20 plus 4d6 fire)
Full Attack: 2 slams +35 melee (6d6+11/19–20 plus 4d6 fire)
Space/Reach: 20 ft./20 ft.
Special Attacks: Burn
Special Qualities: Damage reduction 15/—, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold
Saves: Fort +20, Ref +29, Will +16
Abilities: Str 32, Dex 29, Con 22, Int 12, Wis 15, Cha 17
Skills: Balance +13, Diplomacy +5, Intimidate +16, Jump +25, Listen +43, Sense Motive +15, Spot +43, Tumble +24
Feats: Alertness, Blind-Fight, Cleave, Combat Reflexes, Dodge, Great Fortitude, Improved Critical (slam), Improved Initiative, Improved Natural Attack, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Focus (slam)
Environment: Elemental Plane of Fire
Organization: Solitary
Challenge Rating: 17
Treasure: None
Alignment: Usually neutral
Advancement: 37–54 HD (Gargantuan)
Level Adjustment: —

Illus. by W. O'Connor

Fire monolith

A tremendous inferno approaches, slithering and bounding like a splashing stream of molten metal. From moment to moment, eyelike openings in the blazing flames seem to form and disappear, and its brilliant tendrils resemble long, slender limbs.

Leaders of the fire elementals, fire monoliths are normally encountered away from the Elemental Plane of Fire only when summoned by powerful spellcasters. They are creatures of living flame, hostile to most other forms of life. Fire monoliths speak Ignan, and their voices sound like the roaring of an inferno, but even though they are stronger-willed and more intelligent than most of their kin, they rarely have much to say to residents of the Material Plane.

Combat

Fire monoliths combine great physical power with incredible quickness and the ability to set their foes ablaze. Like other fire elementals, fire monoliths cannot enter water or any other nonflammable liquid, and so cannot cross water unless they can step or jump over it.

Burn (Ex): A fire monolith's slam attack deals bludgeoning damage plus fire damage because of the creature's flaming body. Anyone hit by a fire monolith's slam attack must succeed on a DC 34 Reflex save or catch on fire. The flame burns for 1d4 rounds. Unless it is still in contact with the fire monolith, a burning creature can take a move action to put out the flames. The save DC is Constitution-based.

Creatures that hit a fire monolith with natural weapons or unarmed attacks take fire damage as though hit by the monolith's attack, and also catch on fire unless they succeed on a DC 34 Reflex save.

WATER MONOLITH

Gargantuan Elemental (Water, Extraplanar)
Hit Dice: 36d8+255 (417 hp)
Initiative: +6
Speed: 30 ft. (6 squares), swim 120 ft.
Armor Class: 27 (–4 size, +6 Dex, +15 natural), touch 12, flat-footed 21
Base Attack/Grapple: +27/+53

Attack: Slam +38 melee (6d8+14/19–20)
Full Attack: 2 slams +38 melee (6d8+14/19–20)
Space/Reach: 20 ft./20 ft.
Special Attacks: Drench, vortex, water mastery
Special Qualities: Darkvision 60 ft., damage reduction 15/—, elemental traits
Saves: Fort +27, Ref +20, Will +16
Abilities: Str 38, Dex 22, Con 25, Int 12, Wis 15, Cha 17
Skills: Diplomacy +5, Intimidate +16, Jump +27, Listen +43, Sense Motive +15, Spot +43, Swim +22.
Feats: Alertness, Awesome Blow, Cleave, Dodge, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Natural Attack, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)
Environment: Elemental Plane of Water
Organization: Solitary
Challenge Rating: 17
Treasure: None
Alignment: Usually neutral
Advancement: 37–54 HD (Gargantuan)
Level Adjustment: —

A volume of animated water the size of a large inn rises up in a crude humanoid shape. Its limbs are thick tendrils of water that loosely resemble arms, its body reshaping itself to flow across the ground without breaking up or losing its form.

Water monolith

Illus. by W. O'Connor

Like the other elemental monoliths, water monoliths are the chieftains and leaders of their kind. Generally unwilling to leave the Elemental Plane of Water, they can be summoned only with the most powerful of spells, and though they speak Aquan, water monoliths rarely deign to speak to creatures other than other water elementals. Their voices sound like the crashing of surf in a wild storm, and they are noticeably more intelligent and strong-willed than most of their kind.

Combat

Water monoliths are almost as strong as earth monoliths, but they are much quicker and more agile. They prefer to fight in water, where they can disappear beneath the waves and outmaneuver their foes, but in any instance a water monolith cannot venture more than 300 feet from the body of water from which it was conjured.

Drench (Ex): A water monolith's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin of they are Huge or smaller. The creature can dispel magical fire it touches, as if using *greater dispel magic* (caster level 20th).

Vortex (Su): A water monolith can transform itself into a whirlpool at will as a standard action, provided it is underwater. It can remain in that form as long as it likes. In vortex form, a monolith can move through the water or along the bottom at its swim speed.

The vortex is 10 feet wide at the base, up to 50 feet wide at the top, and up to 80 feet tall. The monolith controls the exact height, but it must be at least 20 feet.

A water monolith's movement while in vortex form does not provoke attacks of opportunity, even if the monolith enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the monolith moves into or through the creature's space.

Huge or smaller creatures take damage when caught in a vortex and may be swept up by it. An affected creature must succeed on a DC 42 Reflex save when it comes into contact with a vortex or take 4d6 points of damage. It must also succeed on a second DC 42 Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking the indicated damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The save DC is Strength-based.

A creature trapped in a vortex cannot move except to go where the water monolith carries it or to escape the vortex. It can otherwise act normally, but must make a Concentration check (DC 20 + spell level) to cast a spell. Creatures caught in the vortex take a –4 penalty to Dexterity and a –2 penalty on attack rolls. A monolith can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

A water monolith can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to

be. A summoned monolith always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the surface beneath a body of water, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

A water monolith in vortex form cannot make slam attacks and does not threaten the area around it.

Water Mastery (Ex): A water monolith gains a +2 bonus on attack rolls and damage rolls if both it and its opponent are touching water. If the opponent or the elemental are touching the ground, the monolith takes a –4 penalty on attack rolls and damage rolls.

A water monolith can easily affect the movement of ships in any squares it threatens as a full-round action, overturning any craft up to 180 feet long, or halting and holding motionless a ship as long as 360 feet. Larger ships can be reduced to half speed for as long as they remain threatened by the monolith.

Skills: A water monolith has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Illus. by D. Crabapple

PSEUDONATURAL CREATURE

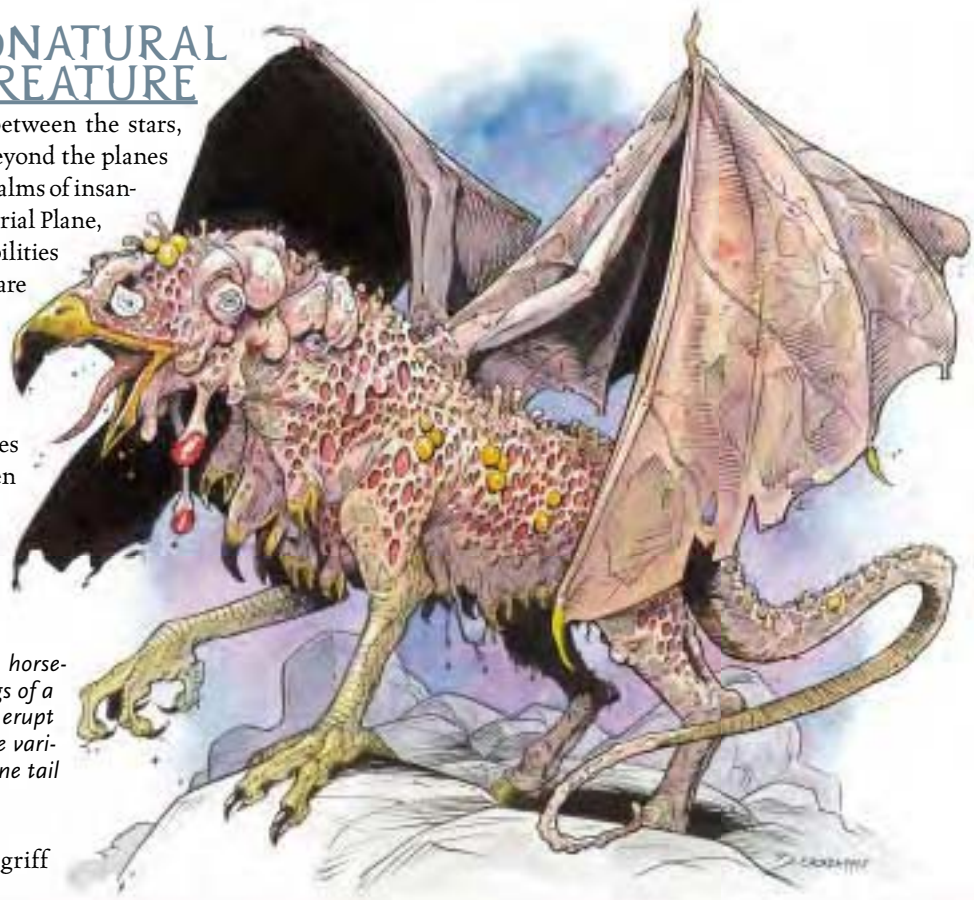
Past the timeless eons that lie between the stars, pseudonatural creatures dwell beyond the planes as we know them, nestled in far realms of insanity. When summoned to the Material Plane, they often take on the form and abilities of familiar creatures, though they are more gruesome in appearance than their earthly counterparts. Alternatively, they might appear in a manner more consistent with their origins, manifesting as masses of writhing tentacles or other even more terrible-looking forms.

SAMPLE PSEUDONATURAL CREATURE

This flapping horror has a vaguely horse-like body with the forelegs and wings of a huge, foul bird. Grotesque pustules erupt from its flesh, ichor oozing from the various extrusions, and a long, serpentine tail thrashes behind the creature.

This example uses a 3 HD hippogriff as the base creature.

Pseudonatural Hippogriff
Large Outsider
Hit Dice: 3d10+9 (25 hp)
Initiative: +2
Speed: 50 ft. (10 squares), fly 100 ft. (average)
Armor Class: 15 (–1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
Base Attack/Grapple: +3/+11
Attack: Claw +6 melee (1d4+4)
Full Attack: 2 claws +6 melee (1d4+4) and bite +1 melee (1d8+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: True strike
Special Qualities: Alternate form, darkvision 60 ft., low-light vision, resistance to acid and electricity 5, scent, spell resistance 13
Saves: Fort +6, Ref +5, Will +2
Abilities: Str 18, Dex 15, Con 16, Int 3, Wis 13, Cha 8
Skills: Listen +4, Spot +8
Feats: Dodge, Wingover
Environment: Any land and underground
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 4–6 HD (Large); 7–9 HD (Huge)
Level Adjustment: —



Pseudonatural hippogriff

Combat

A pseudonatural hippogriff dives at its prey and strikes with its clawed forelegs. When it cannot dive, it slashes with claws and beak.

Alternate Form (Su): As a standard action, a pseudonatural hippogriff can take the form of a grotesque, tentacled mass (though this alien appearance has no effect on the creature's abilities). Other creatures receive a –1 morale penalty on their attack rolls against the creature when it is in this alternate form.

True Strike (Su): Once per day, a pseudonatural hippogriff can gain a +20 insight bonus on a single attack roll. In addition, the creature suffers no miss chance against a target that has concealment or total concealment when making this attack.

Skills: Hippogriffs have a +4 racial bonus on Spot checks.

CREATING A PSEUDONATURAL CREATURE

"Pseudonatural" is an acquired template that can be added to any corporeal creature (referred to hereafter as the base creature).

A pseudonatural creature uses all the base creature's statistics and abilities except as noted here. Even though the creature's type changes, do not recalculate Hit Dice, base attack bonus, or skill points.

Size and Type: The creature's type changes to outsider. Size is unchanged.

Special Attacks: A pseudonatural creature retains all the special attacks of the base creature and also gains the following attack.

True Strike (Su): Once per day, a pseudonatural creature can gain a +20 insight bonus on a single attack roll. In addition, the creature suffers no miss chance against a target that has concealment or total concealment when making this attack.

Special Qualities: A pseudonatural creature retains all the special qualities of the base creature and also gains the following special qualities.

Resistance (Ex): A pseudonatural creature has resistance to acid and electricity based on the base creature's Hit Dice (see the table below).

Damage Reduction (Ex): A pseudonatural creature gains damage reduction based on the base creature's Hit Dice (see the table below).

Spell Resistance (Ex): A pseudonatural creature gains spell resistance equal to 10 + the base creature's HD (maximum 25).

Hit Dice	Acid, Electricity Resistance	Damage Reduction
1–3	5	—
4–7	5	5/magic
8–11	10	5/magic
12 or more	15	10/magic

Alternate Form (Su): As a standard action, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form, as determined by the DM). Despite the alien appearance, its abilities remain unchanged. Other creatures receive a –1 morale penalty on their attack rolls against a pseudonatural creature when it is in this alternate form.

Abilities: Same as the base creature, but Intelligence is at least 3.

Environment: Any land and underground.

Challenge Rating: Up to 3 HD, as base creature; 4 HD to 11 HD, as base creature +1; 12 or more HD, as base creature +2.

SPELLSTITCHED

Spellstitched creatures are undead that have been powerfully enhanced and fortified by arcane means. They are more difficult to attack in melee and more resistant to being turned, and they gain the ability to cast spells. The process is much more effective when applied to intelligent undead than those that are mindless, since intelligent undead can discharge their spells tactically.

A spellstitched undead can be identified by the runes that cover its body, either carved into its skeletal remains or tattooed onto its rotting flesh. Under casual observation or while in combat, the runes can be noticed only with a DC 15 Spot check, otherwise simply appearing to be cracks in the creature's bones or wrinkles in its skin.

Spellstitched creatures can be created only by a wizard or sorcerer with the Craft Wondrous Item feat and of sufficient level to cast the spells to be imbued within the undead's body. The creation process takes a number of days equal to the Wisdom score of the undead creature being spellstitched (so a minimum of 10 days) and requires the expenditure of 1,000 gp for carving or tattooing materials in addition to 500 XP × the undead creature's Wisdom score.

Undead with arcane spellcasting abilities can spellstitch themselves.

SAMPLE SPELLSTITCHED CREATURE

This emaciated, hairless humanoid has the burning red eyes and razor-sharp teeth of the ghoulish undead, but on closer glance, its decaying flesh can be seen to be covered with scars or markings of some kind.

This example uses a 4 HD ghast as the base creature.

Spellstitched Ghast
Hit Dice: 4d12+3 (29 hp)
Initiative: +3
Speed: 30 ft. (6 squares)
Armor Class: 17 (+3 Dex, +4 natural), touch 13, flat-footed 14
Base Attack/Grapple: +2/+3
Attack: Bite +5 melee (1d8+3 plus paralysis)
Full Attack: Bite +5 melee (1d8+3 plus paralysis) and 2 claws +3 melee (1d4+1 plus paralysis)
Space/Reach: 5 ft./5 ft.

Special Attacks: Ghoul fever, paralysis, stench, spell-like abilities
Special Qualities: Damage resistance 5/magic or silver, spell resistance 18, +4 turn resistance, undead traits
Saves: Fort +3, Ref +6, Will +8
Abilities: Str 17, Dex 17, Con —, Int 13, Wis 14, Cha 16
Skills: Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8
Feats: Multiattack, Toughness
Environment: Any
Organization: Solitary
Challenge Rating: 4
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 5–8 HD (Medium)
Level Adjustment: —

Combat

A spellstitched ghast uses its spell-like abilities to begin a battle, resorting to its natural attacks when an opponent closes to melee range or its spell abilities are exhausted. Aware of its increased and potent defenses, it doesn't fear divine spellcasters as it once did.

Ghoul Fever (Su): Disease—bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Anyone hit by a spellstitched ghast's bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves are vulnerable to this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding a ghast is overwhelming, and living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same spellstitched ghast's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

Spell-Like Abilities: 3/day—*darkness, magic missile;* 1/day—*flame arrow, Melf's acid arrow* (+5 ranged touch), *obscuring mist, vampiric touch* (+5 melee touch). Caster level 4th.

Spellstitched ghast

Illus. by W. Reynolds

CREATING A SPELLSTITCHED CREATURE

"Spellstitched" is an acquired template that can be added to any corporeal undead with a Wisdom score of 10 or higher (referred to hereafter as the base creature).

A spellstitched creature uses all the base creature's statistics and abilities except as noted here.

Special Attacks: A spellstitched creature retains all the special attacks of the base creature and gains the following special attack.

Spell-Like Abilities: A spellstitched creature can be imbued with spell-like abilities according to its Wisdom, as indicated on the table below. Any spells selected must be from the conjuration, evocation, or necromancy school. The number of spell-like abilities is cumulative; for example, a spellstitched undead with a Wisdom of 12 can cast two 2nd-level spells four times per day and two 1st-level spells four times per day. Caster level equals the creature's Hit Dice.

Wisdom	Example Undead	Spells Imbued	Times per Day
10	Skeleton, zombie	Two 1st-level	4
11–12	Bodak	Two 2nd-level	4
13–14	Ghoul, ghast	Two 3rd-level	2
15–16	Devourer	Two 4th-level	2
17–18	Some liches	Two 5th-level	2
19 or higher	Nightshade	One 6th-level	1

The creator of a spellstitched creature decides how to allocate the spells known against the number of times per day spells of each level can be cast, and once made, this determination cannot be changed. For example, if a spellstitched skeleton has *cause fear* usable once per day and *shocking grasp* usable three times per day imbued as its 1st-level spell-like abilities, its creator cannot later change either the spells or how frequently each can be used (to two times per day each, for example).

Special Qualities: A spellstitched creature retains all the special qualities of the base creature and gains the following special qualities.

Damage Reduction (Ex): Spellstitched creatures with 1–3 HD have no damage reduction, those with 4–11 HD have damage reduction 5/magic or silver, and those with 12 or more HD have damage reduction 5/magic and silver.

Spell Resistance (Ex): A spellstitched creature has spell resistance equal to 10 + the base creature's Charisma modifier.

Turn Resistance (Ex): A spellstitched creature gains +2 turn resistance (added to the base creature's turn resistance, if any).

Saves: Spellstitched creatures get a +2 profane bonus on all saving throws.

Challenge Rating: Same as the base creature +1.

Illus. by M. Cavotta

In most human cities and towns, the general populace is notoriously insensitive to the distinctions of training, skill, and talent that separate arcane spellcasters. The differences between a sorcerer and an enchanter, a warlock and a necromancer, or an evoker and a warmage are lost on such people, and any arcane spellcaster (other than the bard, who is generally easy to identify) is equally likely to be called mage, arcanist, sorcerer, enchanter, or wizard by someone without any real understanding of the character's true skills. To most people, distinctions between types of arcane spellcaster matter only to arcanists themselves.

Even in the most magical of settings, though, arcane spellcasters maintain a high social profile. Few people in a busy trade town will mark the arrival or departure of a weathered sellsword or rakish fop, but the arrival of an arcanist of any description will be carefully noted and observed.

BARDS

Unless it's by his own intent, a bard is never mistaken for another type of arcane spellcaster, and although the common folk might fear the sudden appearance of an unknown mage, the arrival of a new bard in town is often a cause for celebration. A bard's skills promise new songs, new stories, and new music so powerful and magical that listeners can forget for a short time the cares and troubles of their lives. When a bard of great skill sings his songs in the common room of the village inn, his listeners enjoy for a short time entertainment fit for a king—an hour or two of dreams and splendor in which even the lowest laborer can indulge.

Of course, some bards also have reputations as thieves and liars, being all too quick to flee town leaving behind a string of false promises and broken hearts. Though the motives of such characters will always be questioned, people know that even the most blackhearted bard lacks the power to unleash magical plagues or other arcane devastation. Though people often fear magical power, they know that the bard's brand of magic carries significantly fewer risks to them than those of other arcanists.

Bards move easily in circles of nobility and power, and even a bard of modest skill can show up at the door of the king's hall and expect to trade a few songs for a seat at the banquet table and a bed for the night. In some cultures, nobles retain bards as advisors, entertainers, spymasters, and tutors to their children; these house bards, or hallsingers, often become permanent members of a noble's household. In exchange for room, board, and a monthly retainer, a house bard serves as

a trusted lieutenant, working assiduously to advance the noble's interests and guard the family to whom he has given his loyalty. Just as a noble wins renown for the quality of the bard in his household, bards win renown for the elevation of their patrons, and to be the court bard of a high king is a great honor indeed.

Bards with noble patrons can still spend much of their time adventuring, but they are expected to devote at least some of their efforts to advancing their patron's causes and to report back at regular intervals what they have heard and observed during their travels. In general, a bard with a patron must spend at least one week per month at the noble's residence, but after every few years of service, a bard is expected to forego travel for a time, spending several consecutive months in attendance at his lord's court.

In addition to room and board, a house bard can expect a stipend of about 10 gp per month per character level (replacing the money an itinerant bard might earn through use of his Perform skill). On special occasions, such as when entertaining a visiting noble, a character's performance might be expected to earn him more.

SORCERERS

Like bards, sorcerers tend to attract attention, but (unlike bards) rarely of the positive kind. Where a wizard might hobble into town and seem little more than a weatherbeaten traveler, revealing his true nature only at his own discretion, a sorcerer tends not to remain anonymous for long, because his personal intensity and charisma draw the eye and linger in the memory. An indefinable but tangible difference often separates the sorcerer from the rest of the world—and when difference is sown, suspicion often grows.

Where a high noble might look to his court wizard for advice and scholarly insight into the doings of his rivals, sorcerers generally have little in the way of a wizard's formal education and training. Though most sorcerers rarely feel the need to find themselves a patron or to place themselves at a lord's disposal, those who do often find themselves regarded as more of an arcane weapon than a fount of knowledge, less suited to a roles as counselor and tutor than as an elite bodyguard or highly valued special agent.

In the end, whether they are evil or good, most sorcerers simply choose to exist outside the normal circles of human society. Like elemental forces of nature, the most powerful sorcerers will never be directed, either by the concerns of the common folk or the commands of a king.

WARLOCKS

Even more so than sorcerers, warlocks tend to be viewed with great suspicion and fear, and only the most infamous necromancers come close to provoking the distrust and enmity that warlocks commonly elicit. Even the least superstitious know that a warlock's power is derived from dangerous and evil patrons, and even a warlock whose worth has been proven time and again in the service of good might still be thought to have the potential for dark treachery.

Illus. by R. Spencer

The warlock's path is a lonely one

Few towns or cities will long abide a known warlock in their midst—low-level warlocks often risk being assaulted by pitchfork-wielding mobs. Warlocks of moderate power rarely need fear outright attack, but they might find themselves subject to a variety of hints (subtle or otherwise) that their presence is unwanted. High-level warlocks are generally considered far too dangerous to offend, but they can often find themselves subject to harassment of a different sort as successive waves of crusading adventurers show up on their doorsteps, each intent on eliminating such a clearly malevolent threat.

Warlocks fare a little better when under the protection of a local lord, but few good-hearted nobles freely offer a warlock employment. The reputation of these fell arcanists is simply too black, and it takes a lord of exceptional wisdom and character to ignore a warlock's fearsome reputation and look into the heart of the person beneath the stereotype.

Like the sorcerer, the warlock is valued far less for his counsel and knowledge than for his ability to wreak havoc against his foes, and those rare few who obtain a powerful patron likely serve as bodyguards or highly capable arcane warriors. Most warlocks never swear fealty to another individual, though, preferring to wield their unique power only in their own name.

WARMAGES

While warmages share many of the strengths and limitations of sorcerers, lords and commoners alike tend to hold them in much higher esteem, because warmages often occupy positions of power. In any land where warmages are found, most people have at least heard of the famous academies in which arcanists are trained for battle, and the common folk will recognize a warmage either as a true and courageous defender of his homeland or as a highly favored agent of the ruling power. These expectations might be misplaced, of course, but until a warmage demonstrates that she's not to be trusted, he can generally assume the friendship and cooperation of his people.

After years of training at the crown's expense, a warmage is often expected to repay the investment made in his education through military service. Adventuring warmages have typically completed their duty, and they are generally on detached status or have paid scutage (a tax to exempt themselves from military service) to avoid any additional obligation. In general, though, a warmage who enjoys significant authority by virtue of his class and training will always be answerable to those who in turn have the authority to command him.

A warmage can almost always find employment as an officer in a noble's guard, an agent of the crown, or a member of a local garrison. This employment provides the warmage with room and board as well as a small salary (usually 10 gp per character level per month). However, a warmage who accepts such a position is expected to spend at least half his time on duty, serving whatever authority or lord employs him. Special arrangements for discretionary and independent activity can be made, but in times of crisis the warmage is at the command of his overlord, and he ignores the call to duty at his peril.

WIZARDS

The ranks of wizards run the gamut from humble conjurers to flamboyant arcane overlords. While many high-level wizards can be as imposing as the most dreadful warlock or sorcerer, others might seem nothing more than old beggars or vagabonds under even the closest inspection. Most wizards find it easier to conceal their true calling than do warlocks or sorcerers, and more than a few take pains to avoid revealing their powers until it suits them.

Wizards who don't bother to conceal their nature are generally treated with no small degree of caution, and even a reputation for being more rational and in control than members of the other arcane classes doesn't guarantee them a warm welcome in strange lands. To the suspicious, an evil wizard embodies the potential to set a town ablaze, enslave the lord and the garrison, or conjure up hordes of murderous demons with a wave of his hand (whether or not these acts are actually within the wizard's power). Even wizards known to be crusading agents of good or servants of law and order can find themselves confronted on occasion with a healthy measure of distrust, for it's well known that troubles of all sorts—monsters, intrigues, and magic both potent and sinister—are drawn to wizards like moths to flame.

Their formalized training and the respect their power engenders often enable wizards to find positions as advisors and mentors to lords and kings; most great nobles require a skilled mage to guard their household and themselves against the magical spying or outright assaults of rivals and enemies. Similarly, the wizard's knowledge of arcane phenomena and ancient secrets might prove crucial in undoing an infestation of monsters, a magical plague, or the arcane power behind an enemy's secret plots. In return, a wizard who finds a noble patron obtains a place of safety where he can rest, study, and perform experiments under his lord's protection (and often at the lord's expense).

Wizards with noble patrons are expected to devote at least some of their arcane efforts to the service of their patron's causes. In general, a wizard with a patron must spend at least one week per month at the noble's residence, but unless the wizard has specific business that takes him away, he is expected to be found somewhere in his lord's realm rather than traveling abroad. House wizards are usually allowed to take sabbaticals on request, but a wizard who isn't around when his noble patron needs him might return to find that patron seeking (or already having hired) a replacement.

In addition to room, board, and facilities suitable for a laboratory or library (from which he might be asked to perform research or create specific items on his lord's behalf), a house wizard can typically expect a personal stipend of at least 10 gp per month per character level, plus the defrayal of research expenses of at least 75 gp per month per character level. For example, an 8th-level wizard could expect to receive at least 80 gp per month for his personal use, plus at least 600 gp per month to maintain his laboratory, obtain special substances and spell components, compose spellbooks, perform magical research, engage in item creation, and otherwise look after his career.

SPECIALIST WIZARDS

Though specialist spellcasters tend to be regarded simply as wizards by the world at large (and treated accordingly), a distinction is frequently placed upon illusionists (prized for their ability to entertain), diviners (sought after for the secret information that is their stock in trade), and necromancers (feared for their sinister powers). Though specialist wizards all have the same general chance of obtaining patrons, a specialist's focus usually causes him to seek out opportunities geared toward his area of expertise.

The various specialists are discussed below. Each section begins with a "point of view" paragraph in italic type that summarizes how a member of that class might characterize himself and his specialty.

ABJURERS

Although it's hardly a simple matter to wield the magic that will produce a blast of fire or slay a giant with a word, the highest form of the mage's art lies at the place where magic interacts with magic. To study the school of abjuration is to wield spells that manipulate the fabric of arcane power itself.

Abjurers are deliberate, prudent, and thoughtful, possessing an unequaled determination and resolve that allows them to carefully consider all aspects of a problem before devising an efficient and effective response. They generally regard adherents of other schools of magic as reckless and wasteful, and they continuously evolve strategies for defeating other wizards in magic duels (whether such confrontations ever become necessary or not). Whether their lives are given over to adventuring or experimentation, abjurers are always well prepared.

The study of abjuration requires a meticulous and deliberate personality that generally favors a lawful alignment. Since abjuration often focuses on limiting the ability of others to do harm, many abjurers are inclined to walk the path of morality on the side of good. At the same time, the ruthless efficiency of abjuration used as a weapon against other spellcasters means that many wizards are drawn to the school by dreams of personal power that quickly override the orderly and benevolent philosophies of their fellows.

Though abjurers are often reluctant adventurers, good abjurers sometimes take up the life to undo the evil that magic too often spawns. Good and neutral abjurers tend to position themselves where they can prevent others from victimizing folk who lack the ability to defend themselves. Evil abjurers are often found as lieutenants or elite advisors to sinister overlords, selling their valuable skills to the highest bidder.

Abjurers make their homes anywhere, but most prefer smaller towns to large cities. They generally enjoy the trust and good regard of their neighbors, and are sometimes willing to use their power on behalf of others with little thought of compensation or reward.

CONJURERS

The Material Plane is nothing but a small and unimportant crossroads in the cosmos. All that exists in this physical world is a mere reflection of the iconic truths embodied in the unseen worlds that border it.

Confident, headstrong, and opinionated, conjurers can often seem indolent and unconcerned with the difficulties of others, rarely inclined to think their way around any obstacle or foe that can be more simply hammered down with the right application of summoned power. Because of the great control they wield over many dreadful extraplanar creatures, most conjurers view the other schools of magic with disdain—illusion and divination are trivial, transmutation and evocation are inconsequential, abjuration and enchantment are too weak, and necromancy is repulsive (possibly because, of all the schools, it alone can challenge the conjurer's sense of his own power).

Conjurers must be strong-willed, decisive, and just a little bit reckless to excel in their chosen field, favoring chaotic alignments and preferring quick and decisive solutions over slower and more deliberate methods of problem-solving. Like necromancers, conjurers stare unflinching into the face of dark and powerful forces, and most rarely feel that they can afford the luxury of high (in other words, good) moral standards. As such, conjurers often favor evil and neutral alignments.

Conjurers undergo adventures when the prospect of finding easy power and wealth seems to outweigh the risks and effort involved. They can be difficult companions, speaking their minds freely and having little patience for the opinions of those they consider inferior. It takes a leader of proven worth and unyielding strength to earn a conjurer's respect. In an adventuring group, conjurers prefer action to discussion, and tend to view overwhelming and immediate attack as the first step in any successful encounter.

Most conjurers prefer to live in isolated frontier or wilderness areas, both because of their lack of interest in associating with those they deem beneath them (which is to say, most people) and as a means to practice the most dangerous aspects of their craft without worrying about the neighbors complaining (or being eaten). Aside from magical research, conjurers shun all activities that would normally constitute a career or an occupation, and when funds are low, they often simply summon creatures to fetch treasure for them.

DIVINERS

History is full of missed opportunities, personal tragedies, and kingdom-shattering defeats that might easily have been averted but for a single piece of information that could have changed the course of lives and worlds. Knowledge is power, and those who know all hold ultimate power in their hands.

Diviners are perhaps the wisest of all wizards. Like abjurers, they are often cautious and deliberate spellcasters, happy to avail themselves of every possible preparation and precaution before embarking on a hazardous course. For the diviner,

though, the best of all possible preparations is to choose the course of action that will avoid conflict and peril altogether. While diviners aren't cowards (at least not all of them), few are likely to rush headlong into a fight before every other option has been exhausted. Diviners are students not only of the arcane workings of spells and magical lore but also of the mechanisms of nature, the arts and sciences, and even human behavior. Few are better judges of character than diviners.

In addition to being thoughtful and orderly in their affairs, diviners prize the quality of objectivity. A mind closed to any possibility (however remote or distasteful one may be) is a mind that might be closed to the truth, for the truth is not always simple or pleasant. Diviners are therefore strongly inclined toward neutral alignments, and usually favor law over chaos. Good diviners use their powers to anticipate and prevent harm to others; evil diviners use the knowledge they accumulate for their own gain.

Diviners are not predisposed to the adventuring life, and many accept such a career only reluctantly. Still, with his judgment, cunning, and common sense, a diviner makes a valuable addition to most adventuring parties. In combat, though, diviners sometimes hesitate, overly conscious of the consequences of making the wrong choice when life and death are on the line.

Diviners are loners at heart and do not make close friends easily. Even those who live in great cities tend to remain aloof and apart from their neighbors, avoiding interactions in the present to better study the past and the future. Although they show little interest in material possessions, diviners often cover their research and living expenses by charging for their services as seers, fortunetellers, and finders of lost objects and people.

ENCHANTERS

The mind is the ultimate power. Any fool can oppose an enemy by physical means, but to halt a foe through the sheer force of one's will—or to turn a most hateful enemy into a loyal ally—is the purest and most subtly effective manifestation of arcane might.

Charismatic, sensitive, and passionate, enchanters tend to be personable and attractive, enjoying fine arts and good conversation. Even the most blackhearted enchanter can be a mesmerizing individual—confident, self-assured, and holding others in thrall with manner and word even before the first syllables of his *charm* spell are uttered. Other enchanters are distant and clinical, viewing themselves as coldly rational students of the only subject worth studying—the mind.

Enchanters have few predilections in alignment, though their belief that individual will is the strongest force in the multiverse slants them slightly toward chaos over law. Evil enchanters believe that those who lack the ability to overcome or resist the power of the mind deserve to be servants to that power, existing only to be commanded by those with the ability to do so. Good enchanters adopt the viewpoint that bending another being to one's will is rarely right, but is preferable by far to killing. A good enchanter deprives an enemy of his volition only as long as he needs to, and, when such is warranted, often takes pains to return the subject to his normal state in such a way as to avoid a traitor's punishment at the hands of his comrades or people.

Enchanters are commonly the voice of reason in an adventuring party; they view physical combat as a last resort and work hard to devise options and solutions to problems that might otherwise elude their companions. Excellent team players, shrewd negotiators, and superb bargainers, enchanters favor frequenting, or living in, large towns and cities where they easily find many minds that they can study (or manipulate) with impunity.

EVOKERS

The universe is the interplay of impersonal forces—some spiritual, some political, some moral, some elemental, and some whose natures have yet to be revealed. Beneath the surface of the merely physical, fundamental energies form the true nature of all things.

The school of evocation attracts the most serious-minded, intense, and determined wizards, devoted to the mastery of their craft to the exclusion of almost all else. Notable ascetics in their personal habits, evokers favor spartan surroundings, simple garb, and plain fare, eschewing clutter and luxury as distractions that deaden one's perceptions of the real world. In personality, evokers are decisive, forthright, and often stubborn. Good evokers perceive evil as an unbalancing force that must be opposed, while neutral or evil evokers tend to be heartless, seeing the trials and ordeals of mortals as the superficial results of a larger unseen world at work.

Good evokers undertake adventures in response to the currents and forces they perceive in the world, striving to respond when and where evil stirs. Evil evokers, not content to settle for reaction to the universal forces around them, seek to manipulate those forces, altering their ebb and flow through their own actions. Regardless of alignment, evokers are natural leaders—fearless, inspiring, and authoritative. Among wizards, their courage on the battlefield has no equal.

Evokers prefer quiet and plain homes, seldom dwelling among large numbers of people. More than a few are hermits, choosing to live in the most rugged and forbidding natural sites. Common people leave evokers alone, fearing their power and the danger their reputation suggests—a reputation that many evokers do little to discourage.

ILLUSIONISTS

The universe is all in the mind that perceives it, and sensation is the first and only reality. If a tree falls in the forest with no creature to hear it, then there is no tree.

Illusionists tend to be flamboyant, outgoing, and self-assured, many exhibiting a hedonistic streak that can lead to dark and cruel practices in the pursuit of rare and unusual perceptions. Remarkably creative, illusionists enjoy art, literature, poetry, and music, and many are accomplished artists in their own right. Although their aptitude for scholarly pursuits is as great as that of any other specialist, illusionists

spend less time in research than most, forgoing the isolation of the laboratory for the company of people and the constant thrill of manipulating the powers of sensation.

Illusionists have sharp minds but are not particularly deep thinkers. Pragmatic by nature, they accept the impermanence of all things, and see only futility in the acts of those who dedicate their lives to the development of all-encompassing philosophies of existence and meaning. Illusionists have no strong alignment tendencies. While good illusionists share their creative impulses for the benefit of others, evil illusionists sometimes take their worldview to dark extremes—the beings around them seem as less-than-real toys and tools to be manipulated or destroyed like any other figment or shadow.

An illusionist's forceful personality and sharp mind make him an equally good choice for leader or right-hand strategist of an adventuring group. Like enchanters, illusionists know that their arts require an audience, and they enjoy the hustle and bustle of urban life, usually maintaining well-furnished homes in large and sophisticated cities.

NECROMANCERS

Life and death are one, for all living things die in time. Death is not an ending, but a beginning. Since one's living days are but a fraction of the eternal existence of death, life is but a useless distraction to the study and understanding of the long darkness to come.

Brooding, humorless, and withdrawn, necromancers exhibit a fascination with life and death that borders on the obsessive. Though casual acquaintances will often view them as cold and hostile, those who befriend necromancers might come to know them as thoughtful, stoic, and loyal comrades. Most necromancers prefer solitude to companionship, though, and even the most trustworthy and valued among them can be prone to black spells of despondency during which they question the value of life and all things living.

Continual exposure to the forces of death and undeath can have a corrupting effect on wizards who have even the slightest inclination toward evil. Consequently, evil necromancers far outnumber good-aligned ones. Neutral necromancers are rare, since most necromancers either have a will strong enough to resist the lure of darkness, or they submit eventually to its corruption. Necromancers have little tendency toward either chaos or law; although a sense of order appeals to their clinical and meticulous nature, most necromancers are all too willing to turn their backs on the accepted norms of society in the pursuit of knowledge and power.

An illusionist

Illus. by G. Kubic

Though necromancers are generally ill suited for leadership, such an arcanist can make a valuable addition to an adventuring group, both for the formidable power he wields and a familiarity with the dark forces of the world that makes him virtually fearless. On the other hand, a necromancer is slow to follow orders simply for their own sake, and one who disagrees with his comrades' strategy might strike out on his own at any time.

Necromancers who are not adventurers spend most of their time engaged in arcane research and writing, and since they have little need for the company of the living, they usually reside far from civilized regions, establishing homes in ancient castles, deep caverns, or even abandoned crypts.

TRANSMUTERS

Like a reflection of the larger processes by which worlds are built and torn down once more, all life is change. Anything that has ceased to change, to grow, to evolve from what it was ceases to be a part of the world, and the ultimate power is that which manipulates these forces of transmutation.

Wizards drawn to the specialty of transmutation are typically curious, sharp-minded, and deeply analytical. Fascinated by the exercise of putting things together and taking them apart again, transmuters are natural tinkerers, often more interested in objects than in the creatures who create and wield them. With minds attuned more to finding out how things work than to reasoning out why things are as they are, transmuters can be obsessive collectors, excellent scholars, and clear thinkers, but they aren't especially prone to profound philosophical insights.

As a result of their focus on change and the forces that drive it, transmuters tend to see moral matters in terms of that change. Neutral and evil transmuters believe that good and evil are relative concepts, dependent on existing conditions and seldom permanent, and so they make little distinction between them. Good transmuters look past the universal constant of change to its effects on life, aspiring to ensure that change happens for the better. Regardless of their moral standing, transmuters favor chaotic alignments, for chaos is the essence of change.

Eager to explore the world around them, transmuters are often eager members of adventuring groups, but in the role of loyal follower rather than reluctant leader, since they lack determination and rarely see the value in sticking to an inflexible purpose.

Transmuters are most comfortable in large cities, where they have access to the supplies, consultants, and other resources that their studies demand. In general, common folk are less distrustful of transmuters than they are of most other wizards; the lack of high-level destructive or controlling capability in the magic of transmuters (notwithstanding the occasional *baleful polymorph*) leads most commoners to consider them inspired but harmless eccentrics.

WU JEN

Neither peasant nor noble, a wu jen typically stands outside the traditional hierarchies of his homeland—his learning and personal power demand respect, but his lack of family standing and social graces sometimes make it difficult for the wealthy and powerful to accept his talents and skills.

When adventuring in western lands, wu jen often find themselves forced to deal with both a general distrust of arcanists and a specific distrust of foreigners. For the most part (as with sorcerers and warlocks), the common folk do their best to stay out of a wu jen's way. At the same time, their strangeness can sometimes make it easier for wu jen to acquire patronage and position as advisors to lords and kings, since those nobles' preconceived notion of arcane magic causes them to see wu jen as shrouded in an air of exotic mystery and prestige.

Though few noble clans in their native lands care to sully their standing by consorting with wu jen and their uncouth ways, exceptional wu jen sometimes prove themselves sufficiently to emerge as viziers or satraps under emperors and local lords. Some wu jen, in fact, have acquired tremendous political power by standing next to the throne of a figurehead monarch who chooses (or is *charmed*) not to contradict their dictates.

THE DM AND THE ARCANE CAMPAIGN

The best Dungeon Masters understand the capabilities of the characters in their game, and they look for ways in which every player's character has a chance to drive the action and direction of each adventure and the campaign as a whole. Handling arcane characters can be challenging in this regard, though, since mid- and high-level arcane spellcasters often have capabilities that might easily tip the balance of a typical game if they are not planned for. Adding to the challenge is the fact that arcane characters are sometimes sorely tempted to define themselves not by their personalities, goals, and aims, but simply by their increasingly powerful arsenal of spells.

This section of the chapter, addressing the DM directly, offers strategies and approaches that, in the situation described above, can make the game more workable, both for the player of an arcane character and the DM tasked with defining that character's place in the game world.

PACING THE ARCANE GAME

Sorcerers, wizards, and other arcane spellcasters are unlike many other characters in the game, insofar as most require significant regular downtime to make best use of their class features and feat choices. In the life of a fighter or rogue, every day outside the dungeon tends to be much the same, and such characters find few things to do outside the context of adventuring (or at least few things that have any hard and fast connection to the pursuit of power, money, and experience). Many arcane characters, on the other hand, need time to use their item creation feats, perform spell research, or scribe new spells into spellbooks. When the characters find themselves buried under an onslaught of crises, invasions, plagues, and misfortunes against which they can't afford to take the occasional day off, the player of a wizard or sorcerer is being denied some of the most significant features of the character's class.

In general, a good rule of thumb is two days of time off for every day of adventuring in a campaign. If it takes the party six days to explore a particular ruin, you can hold off on the next adventure hook for twelve days of campaign time. Feel free to throw the PCs an occasional curveball (such as dropping the next adventure into their laps an hour after they leave the dungeon they were hoping to spend a couple of weeks recuperating from), but at the same time make sure they have some downtime, and that your players understand that their characters can take advantage of it to initiate projects at their convenience. The player of a high-level wizard who needs two months to create a magic item worth 60,000 gp should feel confident that no disasters will strike partway through the adventuring hiatus to potentially ruin the character's efforts.

Be careful, though, that introducing downtime into the campaign to avoid resentment from the players of arcane characters doesn't create a backlash of resentment from everybody else. You don't want your other players to feel as though their characters are being forced to cool their heels for weeks on end just so the wizard can hang out at the library or the lab. Though many campaigns don't bother making a big deal about it, the idea is that all characters (not just arcane casters) should spend a certain amount of time in training—honing their talents and learning new abilities as they advance in experience. If other characters don't have tasks of their own to occupy them, you can choose to allow them to train ahead of time for feats and skills that they will receive or improve at their next level while the arcane characters pursue their own interests (see How PCs Improve, page 197 of the *Dungeon Master's Guide*, for more information).

DESIGNING ADVENTURES FOR SPELLCASTERS

Mages of any significant level challenge the Dungeon Master like no other characters. Murder-mystery adventures rarely survive their first brush with *detect thoughts* or *vision*. Bottomless chasms are easily crossed with a simple 3rd-level *fly* spell, and teleportation makes infiltrating the most sinister fortress child's play.

Finding new ways to challenge your players without resorting to capricious and arbitrary limitations on magical power can be a daunting task, and many DMs find themselves at one point or another treating the increasing capabilities of arcane spellcasters in their game as a trial to be overcome one spell at a time: monsters with blindsight and scent limiting the utility of *invisibility*; villains wearing *rings of mind shielding* to ensure that PCs can't easily scry them; *greater dispel magic* suddenly becoming the only spell your NPC wizard villains know how to cast; and so on.

This approach can too easily turn the campaign into an arcane arms race between the mages' capabilities and your own inventiveness. Even worse, it can trivialize the characters' accomplishments—if there's no advantage or benefit to having labored long and hard to add *teleport* to a spell list, why bother trying? You have to allow arcane spellcasters to use their new abilities and let your game evolve accordingly as their power grows.

Some of the most common "gamebusting" capabilities that arcane characters acquire are charm magic, invisibility magic, flying magic, scrying magic, and teleportation, each of which brings its own perils to the gaming table and requires a suitably creative response.

Charms

Charm magic is the first category of potentially problematic magic that most arcane characters acquire. Every captured villain is routinely subjected to interrogation after being *charmed* by a player character bard or mage. While many players expect that any NPC enthralled by their character's *charm person* spell will naturally be happy to explain all aspects of the Big Plan to their newfound friend, there are a number of reasonable counters to this tactic.

First off, not every opponent need be a humanoid NPC. A villain can have servants of other creature types—undead, giants, or monstrous humanoids, for example—that are safe from such interrogation until *charm monster* becomes available, giving you a few levels of breathing room. A clever villain with humanoids in his employ might anticipate the capture and interrogation of his minions (whether by *charm* or more mundane means), and therefore carefully control the flow of information in his organization. Especially devious foes count on the capture and *charming* of a servant or two, and deliberately sow disinformation in the ranks of their followers so that any would-be heroes instead charge off into ambushes, deadly traps, or terribly embarrassing misunderstandings on the basis of the "guaranteed" knowledge that the *charmed* creature has given them.

The goal is not to completely prevent the acquisition of important information through charm spells, but to teach the players to treat charm-acquired information with a healthy dose of deliberation and second thought. That way, even in the event that the party does get dependable information from a captured creature, that knowledge has a smaller chance of derailing the game. Charm magic should be a useful tactic for the characters to consider rather than the perfect solution to every need for adventuring intelligence.

Don't make your critical NPCs immune to charm magic, because your players will likely just find this frustrating. Likewise, don't place key information where it can be discovered only by of charming the right character at the right time. Instead, design adventures that offer useful (but not always earth-shaking) shortcuts and advantages to be gained from charm-acquired knowledge. If an important NPC isn't *charmed*, the characters should be able to continue the adventure—but if they do succeed in charming him, perhaps they avoid a difficult encounter later on, or they gain an opportunity to strike their foes with surprise on their side.

Flying

The ability to take to the air has two major effects on play. It easily solves the problem of getting around or over obstacles such as chasms, rivers, and high walls, and it makes monsters without ranged attacks much less dangerous, since a ruthless party can simply attempt to exterminate such foes from the air without fear of retaliation.

You can't do much to restrict access to flying magic once player characters reach 5th or 6th level. If you want an obstacle to remain difficult or insurmountable even after this point, your best option is to design encounters and challenges in such a way that the characters will be loath to expend the necessary spells or magic items to overcome that obstacle. The PCs can easily fly over the first chasm they encounter—but what if a second chasm awaits 15 minutes farther on, when the flying spells they used to overcome the first obstacle are no longer in effect? The characters might still have the same capability to cross the second chasm as they had with the first—but now at the possible expense of a *fireball* spell the sorcerer might need later. You don't want to design every obstacle this way, of course (just as you wouldn't want to prevent characters from using *fly* by having every chasm under the effect of a permanent *antimagic field*), but try to keep *fly* an option that the players need to think carefully about, rather than one they use as a default solution to every transportation problem.

For flying PCs who choose to attack grounded foes, the simplest solution is to make sure those foes can shoot back. Killing orc axefighters from the air is easy enough, but orc archers or spellcasters pose a different challenge, and you can also include occasional encounters with flying foes to neutralize the characters' advantage. At the same time, it's also good adventure design to create occasional encounters with a weakness that clever players can exploit. Giant vermin such as Huge scorpions might pose a deadly threat if attacked head on, so you can place a colony of them in an adventure with the expectation that the characters will use flying magic to defeat them without taking losses.

Invisibility

Few spells are as highly coveted (or as subject to potential misuse) as *invisibility*. Invisibility serves two purposes in the

game—first as a spell for bypassing encounters and gathering intelligence, and second as a defensive spell that makes an affected character more difficult to hit.

The simplest counter for invisibility is an enemy who ignores it—a creature that has blindsight or one subject to a *see invisibility* effect. Similarly, some special abilities (such as blindsense, tremorsense, and scent) limit the effectiveness of invisibility even though they don't negate it outright. NPC spellcasters might have scrolls or prepared spells such as *glitterdust*, *invisibility purge*, or *see invisibility*. For that matter, any spellcaster with access to a *summon monster* spell will find numerous creatures on the summoning lists with the scent ability, providing a good offense against an invisible foe.

A wizard uses a fly spell

Illus. by W. O'Connor

Not every adventure should be designed to foil invisible characters, but any NPC who lives in expectation of attack by a hostile spellcaster (which is to say, virtually any thinking creature in a typical D&D campaign) has likely given some thought to dealing with invisible foes. Two human sentries set to guard a passageway might be a significant obstacle, but those same sentries provided with a well-trained dog constitute a much more formidable threat to invisible infiltrators. Creatures with at least a modicum of slyness might place simple "traps," such as a stack of empty pots behind a door—anyone opening the door knocks them over and makes a noticeable racket. An invisible character's footprints are easily seen as he moves across a sandy or muddy floor (and bear in mind that in a typical D&D fantasy environment, spotlessly clean floors should hardly be the norm).

In general, sophisticated foes with access to magic of their own are likely to understand the capabilities and limitations of invisibility and provide suitable obstacles. Shopkeepers in a good-sized city are certainly aware of the temptation their wares offer to low-level mages with *invisibility* spells, and they will take steps (such as simply locking up all but the most mundane merchandise) to prevent such theft. Slow-witted or primitive foes are more likely to be caught off guard by invisible infiltrators—but not time after time. Even a band of ogres, once they realize that their foes are using invisibility to sneak up on them, will take steps to counter the tactic.

Scrying

The general category of scrying magic includes not only the *scrying* spell but also a number of related divinations, such as *clairaudience/clairvoyance*, *contact other plane*, and *discern location*. On the most basic level, any time a character can cast a spell that might answer a question he otherwise wouldn't be able to answer based on the information at hand, he has an opportunity to derail the adventure. Scrying might not help a character storm a castle or explore the depths of a dungeon, but it's very likely to locate and identify the chief villains in any

plot, and it can solve otherwise challenging mysteries with a single easy casting.

Of all the magical capability that a high-level spellcaster can bring to the table, scrying might be the most difficult for the Dungeon Master to deal with. The only foolproof defense against scrying is to pit magic against magic, relying on spells such as *nondetection* or *detect scrying* in an attempt to ward off inquisitive heroes. The mundane precautions of sentries, dogs, and locked doors won't protect a villain's stronghold against scrying magic—but there's no reason a villain can't use spells to anticipate the arrival of trouble in the same way that characters might seek to avoid it. For example, an evil cleric might use a divination spell to ask if he will be the target of a scrying within the next week—and if so, by whom. Assuming the divination spell succeeds, the cleric could then take steps to defend against the scrying attempt.

As with the defense against *charmed* interrogations, a clever and meticulous villain without access to divination-defeating spells might also make an effort to control the information accessible to any particular minion, potentially limiting the damage of a thorough scrying effort. After all, if the lieutenant known to the heroes has no idea where the secret stronghold lies and has never met his leader face to face, no amount of scrying upon the lieutenant will ferret out the villain's secrets. A very clever foe will take steps to show his enemies what he wants them to see, planting false information where the characters' scrying attempts are sure to uncover it.

As with charm spells, the best way to keep scrying spells from tipping the balance of the campaign is to design adventures that count on them. Build scenarios in which the characters are expected to use scrying magic to advance the plot and determine their next course of action. Anticipate the fact that the PC mage might attempt to cast *scrying* on the mysterious red-haired monk who was seen near the king's chambers just before the king was killed, then design encounters appropriately. Scrying based on nothing more than that rough description might be the only clue available to characters trying to solve the murder, or it might be a false lead. The mysterious monk might have had nothing to do with the murder, or, even if he was the killer, might not have known who he was working for. Perhaps he was given instructions to frame a lord who is loyal to the throne by fleeing to the house of the unsuspecting lord after the killing. Just like charm magic, scrying magic should be a helpful tool that sometimes provides unhelpful results, teaching characters to treat it as a step toward finding the solutions to particular problems, not as a solution in and of itself.

Teleportation

More than most other types of magic, teleportation can allow a party of heroes to turn your most challenging adventures into so much dramatic Swiss cheese. Teleportation (often in conjunction with scrying magic or a *charm* spell interrogation) is often used to skip past minions and defenders in order to get right to the chief villain, rendering your perfectly designed preliminary encounters useless. More significantly, a party armed with teleportation magic is very hard to subject to any kind of mortal peril; one quick spell pulls everyone's bacon out of the fire as soon as things start to look bad.

Without powerful magic or relatively arbitrary restrictions, teleporting PCs are extremely difficult to hinder unless you can situate the occasional adventure in a place where teleportation is unreliable, such as a specific demiplane or in certain reaches of the deep underground. For example, the Underdark of Faerûn, in the Forgotten Realms campaign setting, is characterized by the presence of *faerzress*, a magical radiation that hampers divination magic and teleportation magic. Every creature in an area affected by *faerzress* recives a +4 bonus on Will saves against all divination spells. The use of any teleportation spell in the Underdark requires a Spellcraft check (DC 35, or DC 25 for normally infallible methods such as *greater teleport*), or a teleport mishap ensues.

Certain spells such as *forbiddance* and *hallow* can make small areas impossible to teleport into or out of. The spells *anticipate teleportation* and *greater anticipate teleportation* (see page 97) offer the protected creature a short period of warning before a teleporting character or group arrives. As with other types of problematic magic, though, player characters have earned the right to use teleportation by the time they reach the appropriate level, and you shouldn't attempt to make every villain's stronghold immune to it as a standard feature of your adventure designs.

Clever villains who lack access to thorough teleportation defenses can take other steps to limit the effectiveness of teleporting heroes. An evil cleric with a divination spell could easily anticipate the time of the heroes' arrival and set an ambush. Another villain might go to the trouble of building false throne rooms or lairs in the hopes of confusing his enemies, so that teleporting attackers might materialize inside a deadly trap. As with scrying and charm magic, simply controlling information in the absence of elaborate precautions is a good step toward preventing unwanted visitors—locating and teleporting to the overlord's lair will be a great deal more challenging for the player characters if the villain's minions have no knowledge of the location or layout of that lair.

WORLD BUILDING WITH MAGIC

Just as you sculpt the physical topography and cultural geography of your campaign to create opportunities for adventure, you can shape the arcane makeup of your campaign in the same way. The exact nature of magic and the details of its workings are critical elements of any fantasy world. While the magic system of the Dungeons & Dragons game answers many of these questions (What's the process for casting a spell? What can a spell do? How long does it take for characters to recover their magic?), many opportunities remain for building distinctive campaign features from the wealth of classes, prestige classes, feats, and spells available in the game.

For example, given the differences in each class's approach to arcane magic, consider how sorcerers and wizards might interact in a campaign. It's easy to imagine a setting in which wizard magic is "legal," sanctioned and approved by the powers of the land, while sorcery is considered reckless and dangerous. If the realm is basically a good kingdom, sorcerers might be viewed as agents of evil and chaos regardless of their actual alignment or allegiances. On the other hand, if the realm in question is an iron-fisted tyranny, sorcerers might be fierce freedom fighters who represent the only path of arcane power open to the downtrodden common folk.

You can also designate specific roles or responsibilities for certain prestige classes. The Initiates of the Sevenfold Veil (see page 44) could be an elite order of royal mageguards in the service of a great realm, or you might create the High Sagelords of Zeirr as a special council chosen from the ranks of proven loremasters. Alternatively, you might choose to design your own prestige class to cover the campaign niche you have in mind.

Cultural Inclinations

In general, the D&D game assumes that any character can do anything. Dwarves can be wizards, elves can be bards, half-orcs can be sorcerers. Some choices might make more sense than others from a cultural perspective, but the game puts no real restrictions on race or class choices. When building your own campaign world, you can modify this principle to suit your own needs. Magic by its nature is exclusive and incomplete, so the bloodlines necessary to master sorcery might exist only in a few families, just as the lore of the wild mage might be taught only in one specific arcane college, and warlocks might arise only among the people of a certain tribe or nation.

Your own sense of how the magic of the campaign works should never be forced on player characters, for while many players will naturally want to create characters who fit well in the world of the campaign, any character a player imagines is by its very nature exceptional. Players have the privilege of creating unique and hard-to-explain characters. For example, if the human Telziijka tribesfolk are the only known warlocks in your campaign, and a player wants to play a dwarf warlock, you and the player should be able to come up with a means to accommodate that desire (the dwarf character might have been raised among the Telziijka, perhaps, learning their customs and traditions). Alternatively, the unique component of Telziijka heritage responsible for the warlocks' power is something that might logically be found among others under certain conditions—perhaps the curse of a deity, the possession of a particular artifact, or the presence of one's ancestors at an ancient cataclysm.

The effects of creating unique systems of magic in a campaign might include the following.

- Specific classes might be favored classes for characters of a certain race or ethnic group.
- Specific prestige classes or feats might be available only to characters who meet special racial or cultural requirements.
- Spells or feats might function better when used by characters with a special heritage or training.

In general, it's preferable to offer advantages to a particular character combination than to create insurmountable restrictions. For example, if you decide that the Necromancers of Ilphaz are the most infamous of evil spellcasters in your campaign, you might designate a handful of necromancy spells as Ilphatian spells. You could create a feat called Dark Lore of Ilphaz that provides a caster level boost or similar advantage to a caster using an Ilphatian spell. Although anyone in your game could still become a necromancer, the most dangerous necromancers are the students of Ilphatian lore whom your players will quickly learn to fear. Details like these are the stuff that memorable worlds are made of.

The Magocracy

Sorcerers, wizards, and other arcane spellcasters have many advantages over the common folk around them. In many lands, it's easy

An inquisitor of St. Cuthbert captures an illegal mage

Illus. by M. Phillippi

for mages to accumulate wealth and influence. Like any other elite group, these mages will naturally seek to preserve their advantages and pass along these privileges to their heirs. A society that formalizes this role for arcane spellcasters is known as a magocracy—a realm ruled (directly or indirectly) by mages.

A magocracy can be inclusive, recognizing that any spellcaster of sufficient accomplishment is entitled to the rights and privileges of being a mage. Anyone desiring more of a say in how society is run need only take up arcane study and demonstrate some proficiency with the arcane arts. An exclusive magocracy, on the other hand, is founded on the tenet that arcane power—the key to membership in an elite group—is to be shared with none but a chosen few. In some lands of this sort, anyone undertaking the study of arcane magic other than the chosen elite of the realm is committing a crime punishable by exile or even death.

In an autocratic magocracy, power is concentrated in the hands of a single mage (or possibly a small group), usually of significant personal power. An autocrat might delegate some of his power to chosen agents or lesser autocrats, as in a feudal magocracy where a mage-king commands the fealty of a number of mage dukes or lords, each of whom rules over lesser mages in turn. Under this system, all mages are nobles (with the expected rights and responsibilities). Another autocratic magocracy could be bureaucratic in nature, with all mages together forming a privileged class in service to a nonmage king (and often comprising the true power behind the throne). Other magocracies are more democratic in nature; the mages of a kingdom might form an exclusive assembly that holds the power to make laws, levy taxes, or oversee the doings of the throne.

Just as mages can easily accumulate political power, they can also provoke resentment and fear: An antimagocracy is a realm in which mages are censured for their dangerous and unpredictable nature. In the simplest form of antimagocracy, the practice of arcane magic is illegal, and anyone engaging in arcane spellcasting might be subject to fines, imprisonment, or execution.

Sometimes a rival type of spellcasting—the divine spells of clerics of a certain set of approved deities, for example—is the only form of sanctioned magic permitted in a realm. Agents of a sanctioned institution might seek out arcane spellcasters with inquisitional tactics, or (in a campaign with a long anti-arcane history) they might assume that arcane magic is an art long dead. In other lands, mages might be fettered by restrictive laws or rigorous obligations to the throne, and young people in such realms with the potential to work arcane magic might be made to choose between state servitude at an early age or a life of imprisonment or exile.

Even outside the scope of a true antimagocracy, some forms of magic might be sanctioned in a realm while others are prohibited. Some lands might have laws against the practice of the warlock's dark arts, for example, and a fair number might take a dim view of necromancers, conjurers, and sorcerers on general principles.

Deities of Magic

Magic is power. In a world where arcane might is the single deadliest weapon that mortal hands can wield, deities are sure to have a keen interest in that power. Most pantheons have at least one deity whose portfolio includes magic, and in many pantheons, the power and destiny of arcane magic falls squarely under the ruling deity's influence and control.

Despite the strength of most deities of magic, few possess a great number of cleric followers compared to other deities. Since many deities of magic venerate arcane spellcasting over all else, divine spellcasters never become as important to the maintenance and growth of their church. Boccob, as the deity of arcane spellcasting (not magic in general), has few cleric followers who don't also study arcane spellcasting. Of course, deities of magic whose portfolios include other important functions—such as Wee Jas, deity of death and law as well as magic—often have a powerful priesthood primarily concerned with the nonarcane aspects of the deity's divinity. In both churches, most high-ranking priests command both arcane and divine magic, often becoming mystic theurges as they pursue the paths in tandem.

Clerics of deities who scorn magic as a tool used by those without the strength or courage to meet foes in physical battle tend to take an antagonistic view of arcane spellcasters, and many savage or barbaric races disparage arcanists because their warlike deities urge them down the path of physical valor rather than the one of study and cunning. Though an average orc is smart enough to recognize the battlefield potential of arcane magic, Gruumsh's priests have little tolerance for spellcasters; in a society built on brutality, an orc sorcerer or wizard must demonstrate even more strength and savagery than his warrior brethren just to survive. In human lands, the clerics of faiths celebrating strength and valor (the churches of Kord or Heironeous, for example) often work to limit the spread of arcane knowledge and the influence of its practitioners, possibly even serving as the inquisitorial arm of an antimagocratic government.

The All-Arcanist Campaign

One interesting and challenging twist on the arcane campaign is the all-arcanist campaign—a scenario in which every player character is a sorcerer, wizard, or other arcane spellcaster. A party composed entirely of arcanists can be extraordinarily powerful at higher levels, but successfully completing adventures without access to the unique skills and abilities of the fighter, cleric, and rogue (or having those skills only at lower levels because of multiclassing) can be a significant challenge for those characters. Obstacles such as *antimagic fields* and monsters with broad spell immunities are much tougher to overcome when arcane power is the only weapon in the party's arsenal.

An all-arcanist campaign works best if the characters involved each specialize in specific functions or roles—it becomes difficult for each character to carve out his own niche in the world if everyone tries to cover as many bases

as possible. For example, a party consisting of an illusionist, a sorcerer with numerous damage-dealing evocations, a conjurer, and a multiclass cleric/wizard heading for the mystic theurge prestige class allows each character a chance to excel in different areas—the sorcerer and the conjurer's summoned creatures stand in for the party's fighters, the multiclass cleric grants needed healing, and the illusionist provides stealth and deception akin to what a skilled rogue might be capable of. Taking the Leadership feat is another way for members of such a group to expand their skill base; fighter or cleric cohorts can offer indispensable support to a party of mages.

ARCANE EVENTS

Whether their adventuring sees them engaged in courtly intrigue, plundering ancient crypts, or battling monstrous foes in underground ruins, all arcanists eventually return home. Away from dungeons, caverns, and the far planes of the cosmos, a spellcaster can rest, conferring with his peers as he absorbs the lessons learned from his adventures and begins to plan for the next one. But even within the reasonably safe confines of a mighty city or strong-walled town, arcane adventure always beckons. Rival factions or guilds of spellcasters plot or scheme against each other, sworn enemies seek opportunities to foil an adventurer's plans or steal his treasures and knowledge, and great tournaments and fairs offer the opportunity for prizes and glory in the public eye.

SPELL DUELS

Few events are as spectacular or terrifying as a formal duel between two powerful arcane spellcasters. Even though arcanists frequently come up against each other in the course of adventuring, the chaos of the dungeon or the battlefield often makes an accurate measure of skill impossible. In this highest test of arcane ability, a single mage meets another mage in a ritual spell duel that observes ancient and honorable forms.

At its basic level, a spell duel is an agreement between two spellcasters who know that conflict between them is inevitable, and who wish to inject a kind of formality into what might otherwise escalate into a destructive brawl. No magic enforces the format of the duel except for what the duelists allow, and dishonorable spellcasters can and do break the rules. Once a caster gets a reputation for not honoring the rules of the spell duel, though, he generally can't expect his opponents to feel constrained by them either.

Spell duels are usually a feature of sophisticated and magic-rich cultures, representative of an effort to control random magical violence. Savage or evil cultures rarely bother to observe the niceties of the spell duel tradition, and rival sorcerers in an orc tribe are generally too eager to begin blasting at each other to worry about the details of formal challenge and round-by-round protocol.

The Formal Duel

A proper spell duel follows a precise sequence of events, beginning with a challenge made and accepted. In the case of a weak spellcaster challenged by a powerful one, little dishonor is attached to a refusal; powerful wizards who make a point of challenging mere apprentices often find that the scorn they're eventually shackled with far outweighs the satisfaction of their easy victories. Any powerful spellcaster is free to defend his honor against a challenge from any other party, though, even a much less powerful mage. As such, professional spell duelists often bait intended victims into making the challenge, leaving them with no way to escape dishonor or death without contravening the dueling tradition.

Once a challenge is made and accepted, the two duelists must agree on a place and time, as well as on whether the duel will be sanctioned for lethal or nonlethal rules. In many magical societies, these negotiations are handled by seconds—allies or agents of the dueling parties who attend to the necessary details and later witness the duel. Local laws or customs might require the duelists to wait a certain amount of time before their duel, submitting their differences to an arbitrator first in the hope of finding a peaceful solution, or waiting while a neutral official is appointed to preside over the match.

The choice of dueling ground is traditionally the prerogative of the challenged party, though it's expected that the appointed spot should be reasonably neutral and accessible to each side and any presiding officials. Due to the threat of collateral damage, many cities have ordinances against dueling in the streets, requiring spell duels to be fought in specific places—open parks with few buildings nearby, fields outside the city walls, or in the dungeons of the local wizards guild. Powerful wizards sometimes choose dueling grounds that are as potentially hazardous as anything the duel itself might unleash, such as on Avernus (first layer of the Nine Hells), or amid the raging flames of the Elemental Plane of Fire.

On the day of the duel, both combatants follow specific procedures:

1. Both parties arrive on the field 1 hour before the appointed time. Neither party is permitted to cast any spell or use any magic item until the time of the duel.
2. In a nonlethal duel (see below), each duelist is given a visual and magical inspection by the official, the seconds, or the other duelist to ensure that no prohibited magic items or spell effects are present.
3. At the appointed hour, the official gives some sign (often a magical effect) that the duel has begun. Roll initiative.
4. First round: Cast any spell that can be cast so as to affect only the caster.
5. Second round: Ready an action to counterspell.
6. Third round: Begin dueling.

Illus. by J. Miracola

The duel ends when one of the combatants yields, is knocked unconscious, or is otherwise unable to continue dueling (such as by succumbing to a successful *dominate person* spell). By custom, the dueling parties cannot make any magical preparations within 1 hour of the duel's start, but spells that last longer than 1 hour can be cast before the duelist enters the chosen site. Sometimes mages have been known to cheat by showing up only minutes before the duel (and after casting as many defensive spells on themselves as possible). An opponent is usually within his rights to insist that the duel not commence until 1 hour after the late arrival of the second party, but rash or confident mages sometimes decline to do so, unwilling to appear fearful of their opponent's preparations.

When the duel proper begins, the dueling parties use the first round to prepare themselves, usually by casting a defensive spell. The second round is a customary pause as both parties ready themselves for each other's next move. In the third round, the spells start flying. Because both parties have readied counterspell actions, whoever wins initiative can't gain an advantage that his opponent has no chance to counter. Duelists follow this procedure voluntarily only in adherence to ancient custom, and disreputable mages have sometimes been known to let fly with *lightning bolts* or vicious curses before their opponents are ready. Any duelist so attacked within the first two rounds is free to reply in kind with no loss of honor (as are his seconds, if the duelist is slain by such treachery).

In some dueling traditions, the official declares mandatory pauses in the action (usually a 1-round break after 3 full rounds have passed), providing both combatants an opportunity to tend to their defenses again or ready another counterspell action. Dismissible spell effects (whether on the duelist or his opponent) are expected to be dismissed by each combatant, and other ongoing effects are dispelled by the official, who is charged with having access to sufficient uses of *dispel magic* to allow him to maintain ultimate control of the duelists' spells. Many officials come prepared with wands or scrolls of *dispel magic* or *greater dispel magic* (for higher-level duels), paid for by the duelists themselves. Summoned monsters that can be communicated with are expected to be ordered to observe the pause in action, but officials have been known to expend significant dispelling power dealing with creatures that fail to follow their summoning casters' commands to stand down.

Generally, any and all magic items are legal in a spell duel (within agreed-upon restrictions; see Lethal and Nonlethal Duels, below). Fisticuffs, swordplay, and non-arcane spellcasting are also legal, for that matter, but few self-respecting mages resort to casting divine magic or brawling like drunken orcs as long as any spell remains in their arcane arsenal.

Lethal and Nonlethal Duels

A lethal spell duel is just what the name implies—anything goes. All spells cast function exactly as normal, and any contestant without a defense against *disintegrate* should have thought twice before accepting a high-level transmuter's challenge in the first place.

A nonlethal spell duel is generally designed to allow both parties to demonstrate their skill, or to satisfy a demand for honor that doesn't have life-or-death stakes. In a nonlethal duel, contestants generally agree to the following conditions.

- Death effects are forbidden, including effects that entail a serious risk of killing or permanently incapacitating the opponent outright, such as *disintegrate* or *internal fire* (see page 112).
- Spells with any energy descriptor, the force descriptor, or the shadow descriptor are voluntarily "pulled," dealing half normal damage.
- Spells that require melee attack rolls can strike to subdue within the specific formal conventions of the spell duel, taking a –4 penalty on attack rolls but dealing nonlethal damage instead of normal damage.
- Summoned creatures must be directed to strike to subdue, taking a –4 penalty on attack rolls but dealing nonlethal damage against an opposing duelist (though summoned creatures are free to fight other summoned creatures to the best of their abilities). As such, a caster in a nonlethal duel cannot summon creatures that he cannot communicate with or control.
- Spells that create an incapacitating condition (*sleep*, for example) are voluntarily dismissed or dispelled by an official after one combatant has been rendered unable to continue, resulting in a loss for that combatant. Spells that incapacitate but allow a save each round (such as *hold person*) are allowed to persist, potentially giving one caster a severe advantage as he pummels his opponent with spell after spell.

Naturally, characters who know the Nonlethal Substitution feat enjoy a significant advantage in nonlethal spell duels, since they need not reduce energy damage by half or take penalties on their spells' melee attack rolls.

Even under rigorous guidelines, nonlethal spell duels are not always safe—more than a few mages have died from injuries inflicted by a careless (or surprisingly lucky) foe. In particular, pulling damage and attacking to deal nonlethal damage while casting spells is difficult; for each such spell cast in a nonlethal duel, the DM rolls d% secretly, with a result of 1 indicating that some unexpected movement or action of the target caused the spell to deal full damage or lethal damage as applicable.

The restrictions of a nonlethal spell duel are voluntarily observed by each participant; nothing can stop a dishonorable or desperate duelist from abandoning observation of the nonlethal forms at any point during the proceedings. Intentionally casting spells for full effect during a nonlethal duel is regarded as poor form at best, though, and once one duelist abandons the nonlethal restrictions, the other is free to escalate as well (with no besmirching of his own honor).

A spell duel on Avernus

TOURNAMENTS ARCANE

Mages sometimes gather to test their skills in much the same way that knights and warriors meet to test themselves in contests of archery, jousting, or single combat. A tournament arcane is a great fair, festival, and bazaar that frequently causes all work in its host city to stop for a week or more, while both the highborn and the common folk flock to watch contests of magical might.

The Spire Perilous

The origin of this competition and the stories of its first appearances in tournaments arcane are lost to history, but the spire perilous remains a perennial crowd favorite. A brightly colored banner is fixed atop a high mast on the top of a tall tower (often a turret of a nearby castle or the bell tower of a local church), and all participating mages line up on the ground at the tower's base with one simple objective—without setting foot inside the tower, be the first to return the banner to the ground by any means. Tactics range from the obvious (*fly*, *levitate*, or *spider climb* to scale the walls) to the forceful (simply grabbing the prize with *telekinesis*) to the grandiose (summoning a force of air elementals to retrieve the banner and fight off any casters threatening to do the same). Teleporting to the top of the tower is specifically prohibited in many versions of the challenge, and all contestants must begin with no functioning spell effects (though in some cases, persistent spells such as a contingent *feather fall* might be approved by the presiding judge).

In most tournaments, overcoming the spire perilous is complicated by some formidable obstacle (a guardian for the banner, a nonlethal trap, or a spectacular barrier such as *wall of fire*). The real excitement, though, stems from the contestants quickly turning their magic on each other in an effort to prevent the competition from reaching the banner. Specifically lethal spells are discouraged or banned outright according to the rules of the competition, but questionable curses or dispels that just happen to place a rival in danger (such as causing a *fly* spell to fail when its beneficiary is a hundred feet in the air) are fine.

The Grand Illusion

Another of the most popular arcane challenges is the contest of the grand illusion. Wielding powerful illusion spells, mages create the most spectacular or fanciful images they can imagine, ranging from the mundane (flattering portraits of noble ladies) to the epic (living recreations of great battles) to the impossible (great golden trees whose butterfly blooms leave faint gleams of faerie light in their wake).

Contests of grand illusion are judged on the size, sophistication, fidelity, and imagination of each contestant's entry. Master illusionists can become renowned throughout an entire kingdom for a single spectacular display, with the promise to perform even the simplest spells garnering the winner invitations to any banquet or ball in the land for years afterward.

The Wizard's Menagerie

Arcane spellcasters are often associated with strange and wondrous beasts from all corners of the world (and sometimes beyond it), and a display of large and exotic menageries is another popular event during a tournament arcane. An arcanist wins great prestige for presenting the most outlandish and improbable collection of creatures. Menageries may be judged against each other in a formal review or simply displayed to public acclaim. Naturally, the master of the menagerie is expected to take steps to ensure the safety of all onlookers.

When formally adjudicated, collections are judged not only on the number of individual creatures but also on their rarity, appearance, and abilities. Large, unique, and visually striking specimens are regarded most highly. Anyone can catch a monstrous spider and present the foul creature for display, after all, but only the most skillful and daring wizards would presume to cage a bulette or an adult dragon.

In an evil or particularly bloodthirsty society, a wizard's menagerie might serve as a stable from which the owner draws beasts and slaves for combat in gladiatorial contests against the menageries of other wizards. Gambling on such contests runs at a fever pace, and the wizard whose pets emerge triumphant from the bloody duels often claims a huge purse as his reward.

IT JUST GOT AWAY FROM ME

Knowing that any intentionally pulled or nonlethal melee attack spell has a random chance of dealing full lethal damage, duplicitous spellcasters sometimes attempt to deceive their opponent and any witnesses as to their efforts to keep a duel nonlethal. The duelist can attempt a Bluff check immediately prior to casting a spell for full lethal damage, and the opponent and any witnesses are entitled to Sense Motive checks (with a bonus equal to the level of the spell the duelist intends to cast) to see through the ruse. If the Bluff check is successful (and the spell deals damage successfully), it appears that the caster tried to pull or deal nonlethal damage with the spell he cast, but failed to do so because of an unforeseen movement on the part of his foe.

In the case of duels involving two player characters, the DM can ask for the intention to deceive to be relayed clandestinely. The DM then rolls the Bluff and Sense Motive checks secretly so that a character who suddenly finds himself blasted by a spell's full power won't automatically know whether the damage was intentional or whether the other character's spell simply became lethal accidentally.

It's also possible to run this bluff in reverse when an arcanist wants to conceal that he is trying not to kill his foe (useful in duels when a high-level spellcaster wants to teach a talented upstart a lesson but doesn't want to run the risk of killing him). This tactic is only effective when pulling the damage from energy spells (since taking nonlethal damage in a supposedly lethal duel is an obvious giveaway to the opponent).

The Dweomerlist

The single most iconic event of a tournament arcane is the dweomerlist, a test of arcane skill and combative mettle between mages. A dweomerlist is an open contest in which all competing mages are paired against randomly chosen opponents for battle in nonlethal spell duels, to the delight and amazement of all onlookers. Dweomerlists are particularly common in feudal magocracies, lands in which the mage's strength is an emblem of his right to govern and his readiness to serve his lord.

A dweomerlist is often structured in several tiers of competition so apprentices and archmages don't face off against each other. The format of the contest is usually a double-elimination tournament with multiple rounds. While most dweomerlists restrict or forbid lethal spells, death and injury are not unheard of. A few notorious mages have gained reputations, in fact, for unwarranted savagery in their tournament duels.

Dweomerlists are often seen by competitors and spectators alike as opportunities for fame and advancement, and ambitious mages seeking wealthy or noble patrons often enter as a means of demonstrating their skills to prospective lords. In some kingdoms, a great dweomerlist is held every few years to decide who will be appointed Archmage, Royal Wizard, High Spellguard, or to some similar post. In other lands, dweomerlists are regarded as outdated and fatuous affectations, empty of any significance other than determining arcane bragging rights.

ARCANE ORGANIZATIONS

In a world where a relative few possess the ability to slay with a word, to bend the masses to their will, or to gather the secret intelligence that might topple thrones, it's only natural for others to seek to steal that power for themselves or suppress its spread. In response, wizards and other spellcasters often find it advantageous to create associations dedicated to furthering their art and skill.

An arcane organization offers many advantages to a typical spellcaster, including its availability as a resource for study and research that allows wizards and other arcanists who keep spellbooks to acquire new spells at no (or low) cost. For arcanists active in magical trade, an organization offers a potential network of buyers and sellers for weapons, wondrous items, and valuable arcane lore. More important, an organization can provide a spellcaster with protection. Powerful wizards guilds serve to shield mages from persecution by those who resent or fear their power.

Wizards Guilds

In general terms, a guild is a professional association whose primary concern is fostering the best possible environment for those who follow a particular trade. Skilled artisans and experts of all kinds form guilds in various lands; while mages are fewer in number, their professional needs are much the same. While people generally refer to such organizations as "wizards guilds," the term is often a misnomer; many guilds make no distinction between arcane spellcasters of different classes. Alternatively, some guilds are exclusively made up of a single type of nonwizard spellcaster, and are dedicated to that class's specific needs.

Guilds usually charge a steep membership fee (often 10 to 100 gp in monthly dues) in addition to a fee to join. In return, a new member gains the sanction of the guild when casting spells for pay, creating magic items for sale, and engaging in other commercial arcane enterprises. A guild often owns a hall, tower, or retreat where members can reside (at least on a temporary basis), store valuable but unwieldy laboratory equipment, or make use of a common library. Any mage belonging to a guild can use the guild's facilities (generally at nominal cost) for magic item creation and spell research.

Some of the most common sorts of wizards guilds include the following.

Protective Guilds: Guilds formed in order to protect arcane spellcasters against the suspicion and distrust of nonwizards are dedicated to the preservation of knowledge and the study of the art of magic. Guilds of this sort exist to check the otherwise overwhelming power that a crusading church or suspicious tyrant might bring to bear against the practicing arcanists of a realm.

WHOSE ILLUSION WAS BEST?

To determine the winning effort in a grand illusion contest, assign each entry an artistic value equal to the contestant's caster level + the spell level of the illusion (figment) spell used + the result of a Spellcraft check + the result of a suitable artistic skill check +1 for Spell Focus (illusion) or +2 for Greater Spell Focus (illusion). Suitable artistic skills include Craft (painting), Craft (sculpting), Perform for compositions with auditory components, or other skills as determined by the DM.

For example, Seras, a 10th-level illusionist with the Spell Focus (illusion) feat, is participating in a grand illusion contest. He uses *persistent image* (5th level) to recreate a famous dragon slaying. He gets a result of 29 on his Spellcraft check and a 13 on his Craft (painting) check, so the value of the illusion is 10 + 5 + 29 + 13 + 1, or 58.

His rival Therel is a 13th-level sorcerer who also has Spell Focus (illusion). He uses *major image* (3rd level) to create a fanciful scene of winged mice dancing with fairies, accompanied by a lively tune. He gets a 24 on his Spellcraft check and a 19 on his Perform (string instruments) check. The value of his illusion is thus 13 + 3 + 24 + 19 + 1, or 60, and Therel is declared the winner.

The numeric value is simply an abstract measurement of how impressive and artistically rendered the illusion was from the perspective of a neutral observer. Since grand illusion judges are rarely neutral, though, hometown wizards often enjoy a significant advantage over their rivals. The DM may decide to simulate this advantage by giving the hometown hero an additional bonus of +1 to +5.

Regulatory Guilds: These guilds are formed to provide a legal and recognized forum for arcane study, most often in lands that have stern laws prohibiting the practice of arcane magic by those who don't belong to a sanctioned organization. Under such systems, arcanists are strongly encouraged to police their own ranks, defending the prerogatives and entitlements of their guild as they fulfill their obligation to the ruling powers of the land that grant them the privilege to study magic.

Secret Cabals: Operating below the level of the many guilds that exist to regulate and protect arcane spellcasters, a small number of sinister cabals are dedicated to establishing the primacy of arcane spellcasters over all other folk (or, in an antimagocracy, to keeping the persecuted art of free spellcasting alive). Like other types of wizards guilds, secret cabals offer their members collective protection against their enemies, access to magical lore and items, and prospective allies and hirelings. Unlike the open guilds, though, few of these conspiracies openly proclaim their sometimes dark or illicit goals.

Aspiring warmages learn from their teacher

Illus. by R. Spencer

Societies and Orders

Guilds are associations of mages bound by profession, but groups of arcanists often come together for other purposes, creating a unique society or order dedicated to a particular cause. The demeanor and activities of particular societies or orders vary significantly with their purposes, but because those purposes generally go beyond the simple advancement of arcane knowledge, societies and orders are often less useful than true wizards guilds for acquiring and sharing arcane lore.

Arcane orders don't normally have special resources such as laboratories or libraries, but neither do they generally charge dues of any sort. Because they have chosen to take up a common cause with their fellows, the members of an order tend to be more than willing to ally with or otherwise assist fellow members (often sharing knowledge and resources on an individual basis).

In some cases, arcane spellcasters might belong to a larger society incorporating different classes, often with a specific cultural or political mandate. For example, an elven kingdom might be home to the Knights of the White Arrow, an order of arcane archers and rangers who serve as elite guards and agents to the elven king.

Schools and Colleges

Becoming an arcanist is rarely as straightforward a process as simply deciding one day to start casting spells. Most arcane characters begin their training as children or young teenagers, spending several years engaged in tedious and difficult studies before being able to successfully cast even the simplest cantrips. Finding the necessary training in the arcane arts is never easy, and many people who might have become skilled mages never follow the arcane path for lack of any opportunity to learn the fundamental skills. Some sorcerers and wizards apprentice themselves to an older, more experienced spellcaster with the time and patience to instruct them, while others enroll in wizard schools or colleges to obtain a formal education in the magical arts.

Wizard colleges run the gamut from royal academies training warmages for the realm's armies to private schools where the children of nobles learn to tap the power of the arcane arts; from spontaneous classes for the talented youngsters in an elf community to remote towers in which promising children are evaluated as potential members of a secret arcane order. Some schools require a prince's ransom in tuition, while others teach any and all who can demonstrate even minor magical talent. Still others offer instruction in the expectation that young mages will repay their education with years of unquestioning service.

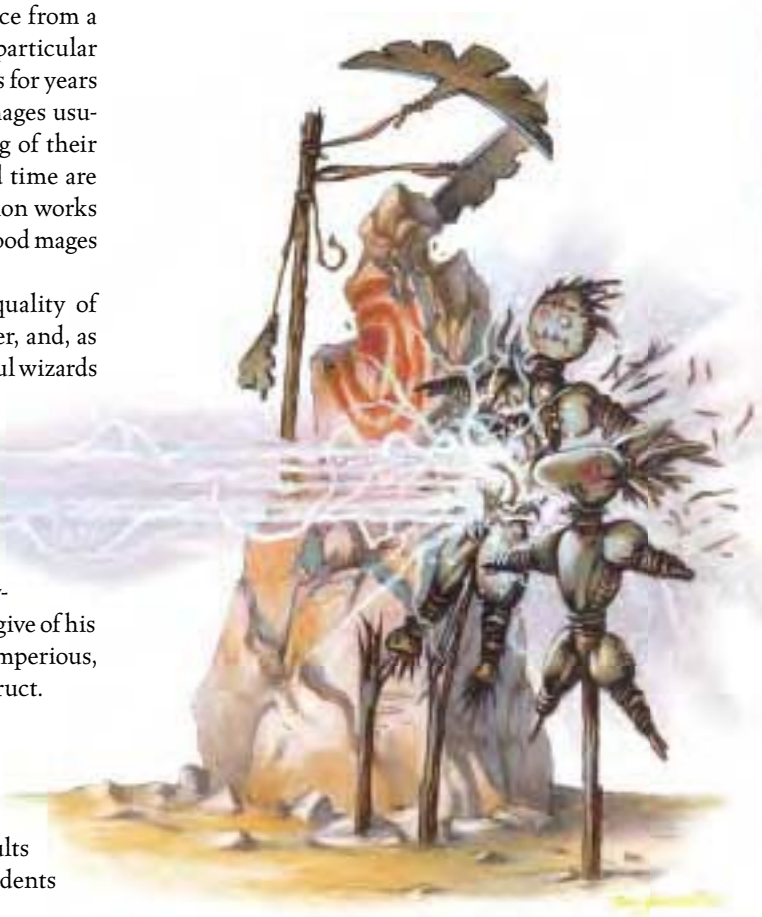
Mentors

As with any art requiring extensive amounts of training and considerable time to master, the knowledge of magic is often passed from one generation to the next by means of a long apprenticeship. The master–apprentice relationship is a time-honored tradition among arcane spellcasters. As with any more mundane vocation, the challenges of arcane apprenticeship begin with finding an experienced mage with an interest in teaching. While few arcanists feel any obligation to take on the task of instructing a neophyte in the ways of magic, most mages (even evil ones) feel at least a vague sense of duty to the arcane arts themselves, and they

understand the wisdom of passing on some of their own learning to those who will follow them.

At the same time, even the most willing masters feel entitled to seek some compensation for taking on an apprentice, from the mundane (payment in gold to train the daughter of a wealthy merchant) to the influential (gifts of office or property for mentoring the child of a local lord) to the sinister (the complete and abject servitude of an apprentice from a family otherwise too poor to pay). Evil mages in particular often command the allegiance of their apprentices for years after their formal training ends. While neutral mages usually place less onerous conditions on the teaching of their lore, most will at least ensure that their costs and time are adequately covered while the apprentice in question works hard to earn his keep. Only the most charitable of good mages considers mentoring an apprentice for free.

Even after a relationship is established, the quality of instruction can vary widely from master to master, and, as many hopeful mages have learned, the most powerful wizards are not necessarily the best mentors. Often, a low-level spellcaster with patience and a willingness to give of his time and attention makes a better master than an imperious, inattentive archmage quicker to punish than instruct.



THE ARCANE ORDER

A well-established college of wizardry, the Arcane Order is based in the ancient stronghold of Mathghamhna, a castlelike collection of towers and vaults carved from the flanks of a long-dead volcano. Students and masters alike engage in deep arcane studies, sharing with each other many of their own special insights into rare bits of arcana or spellcraft.

Joining the Order: Any sorcerer or wizard is welcome to join the Arcane Order. A prospective member must usually agree to cast several spells under the observation of two or more of the Order's regents so that they can evaluate

WIZARD TRAINING

Mages who have trained in a dedicated college or academy learn different approaches to spellcasting (and gain different advantages once their training is completed) from characters who apprentice at the side of an experienced arcanist. If the DM wants the abilities of 1st-level wizards to reflect their training (or wants to allow other arcane classes a specialized edge for having trained at the side of a master), he may make the following feats available in the campaign.

Collegiate Wizard [General]

You have undergone extensive training in a formal school for wizards.

Prerequisites: Int 13, wizard level 1st.

Benefit: You begin play with knowledge of six 1st-level spells plus 1 per point of Intelligence modifier. Each time you gain a wizard level, you may add four spells to your spellbook without additional research. In addition, you gain a +2 bonus on all Knowledge (arcana) checks.

Normal: 1st-level wizards begin play with knowledge of three 1st-level spells, and can add two spells per level to their spellbooks.

Special: You can take this feat only as a 1st-level character.

Precocious Apprentice [General]

Your master has shown you the basics of a spell beyond the normal limits of your experience and training.

Prerequisites: Spellcasting ability (Int or Cha) 15, arcane caster level 1st.

Benefit: Choose one 2nd-level spell from a school of magic you have access to. You gain an extra 2nd-level spell slot that must be used initially to cast only the chosen spell. Until your level is high enough to allow you to cast 2nd-level spells, you must succeed on a DC 8 caster level check to successfully cast this spell; if you fail, the spell is miscast to no effect. Your caster level with the chosen spell is your normal caster level, even if this level is insufficient to cast the spell under normal circumstances.

When you become able to cast 2nd-level spells, you lose the benefit described above but retain the extra 2nd-level spell slot, which you can use to prepare or spontaneously cast a spell of 2nd level or lower as you normally would.

Finally, you gain a +2 bonus on all Spellcraft checks.

Special: You can take this feat only as a 1st-level character.

his talents. Novices (1st or 2nd level) are invited to take up residence at Mathghamhna to begin a formal education in the arts of magic. More experienced spellcasters (generally 5th level or higher) might be offered the opportunity to serve as instructors to the novices or as arcane researchers or lorekeepers at Mathghamhna. Spellcasters who are not yet qualified to be instructors, and qualified spellcasters who choose not to take on these duties, can join the order anyway. They have few obligations to the order, but receive little benefit from membership other than the right to make use of Mathghamhna's guest quarters and peruse the order's libraries at their convenience.

The dues are a modest 30 gp per month. In addition, students at Mathghamhna pay 200 gp per month in tuition for the instruction they receive.

Player Benefits: The mage of the Arcane Order prestige class is available only to sorcerers and wizards who join the Arcane Order. The class offers a number of benefits, all described beginning on page 48.

Roleplaying Suggestions: Members of the Arcane Order are scholars first and foremost. Indulge your curiosity and, when confronted by a difficult problem, consider whether an answer might be found with a bit of diligent research or experimentation, rather than open combat and brute force. Even more so than your spells, your brain is your most powerful weapon—don't be reluctant to use it.

Typical Member: Most of the Arcane Order's members are itinerant mages, sometimes known as associates. They do not reside at Mathghamhna, instead spending most of their time engaged in their own researches and interests. Associates usually visit the organization's headquarters twice a year to pay their dues, consult with colleagues who remain at the college year-round, or make use of the order's excellent libraries.

Members who choose to stay at Mathghamhna are generally known as collegians or scholars. The collegians are those mages whose primary responsibilities involve the instruction of the novices. Collegians often take long sabbaticals to pursue their own researches, but in general, they are expected to remain at Mathghamhna for several months at a time to provide a reasonable course of instruction. In exchange for their time and trouble in teaching less capable mages, collegians are paid a stipend of 30 gp per caster level per month.

Scholars are Mathghamhna's resident researchers and lorekeepers. Unlike the collegians, they have no formal duties, but they receive no stipend either. The chief benefit they enjoy for their membership is a safe and secure home in the company of other brilliant mages who can often assist with their work.

The leaders of the order are known as regents. A regent is always an arcanist of at least 10th level. Currently, the regents include the Master Collegian (head of the college and overseer of the students), the Master Librarian, the Master of the Spellpool, the Master Diviner, and the Master Warder (responsible for Mathghamhna's security and the conditions

Illus. by D. Kovacs

Tower of the Arcane Order

of the grounds). The head of the order is the Chancellor, a wizard named Japheth whose own researches concern an ancient, universal magical grammar known as Aleph or the Language Primeval.

Prestige Classes: The majority of Arcane Order mages eventually take levels in the mage of the Arcane Order prestige class, if for no other reason than to gain access to the order's potent Spellpool. In addition, many members pursue the path of the loremaster, reflecting the scholarly inclination of the organization. Members who are powerful enough often aspire to become archmages. It's not unusual for a high-level member of the Arcane Order to have a couple of levels in two or three of these prestige classes, acquiring a smattering of abilities from each.

SEEKERS OF THE SONG

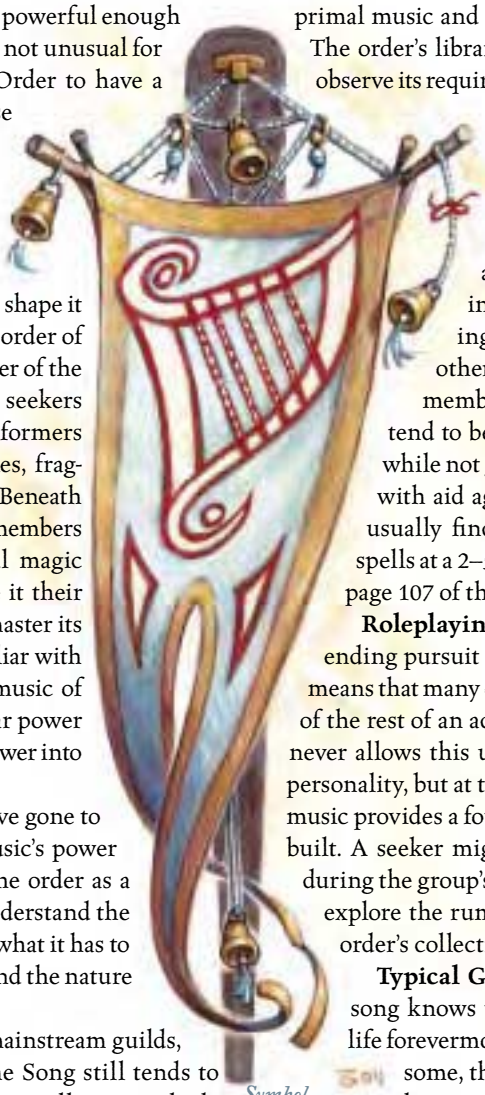
With music the world was made, and by using music the Seekers of the Song shape it further. While many members of this order of bards eventually take levels in the seeker of the song prestige class (see page 56), most seekers are simply like-minded bards and performers who gather regularly to exchange tales, fragments of lore, and new musical works. Beneath this surface camaraderie, though, all members of the order believe in the powerful magic of the primal music, and many make it their life's work to explore this music and master its power. Although most people are familiar with the magic within a bard's song, the music of the seekers goes far beyond the regular power of bardic music, blending sound and power into one compelling truth.

Though some individual seekers have gone to extreme lengths in pursuit of the music's power (ultimately turning it to evil ends), the order as a whole is more focused on trying to understand the source of this primal power, learning what it has to teach about the creation of the world and the nature of magic itself.

Few in number compared to more mainstream guilds, the membership of the Seekers of the Song still tends to be powerful. Because their goals are generally seen as little threat to law and order, seekers are generally able to operate outside the social and cultural mainstream; only occasionally will a seeker use the power of his music to assume a position of leadership within a community, adventuring party, or military force. On such occasions, the order as a whole tends to hold itself at arm's length from the individual's goals and actions, quickly disavowing any connection to disreputable or suspect behavior (but just as quick to seek assistance and resources from an individual seeker who attains any measure of glory and fame).

Joining the Seekers: The Seekers of the Song have few rules, few requirements for membership, and only the loosest of organizational structure. Joining the order is essentially a matter of a character finding other seekers and making known his desire to explore and embrace the primal music. The seekers maintain large libraries of lore and bardic magic in major cities, and though admission requires membership, another seeker's willingness to vouch for a hopeful's interest in the primal music is generally enough to grant it.

Player Benefits: Upon joining the seekers, a character first and foremost gains a forum in which to further explore the primal music and gain access to resources and training. The order's libraries are open to all seekers willing to observe its requirements for peaceful use, and characters gain a +4 bonus on all Knowledge and bardic knowledge checks for which they spend at least a day at the library in study and research.

Characters in the order can hail from any number of backgrounds; their ranks include many high-level NPCs often willing to provide advice and knowledge to other seekers. Though conflicts within the membership aren't unheard of, NPC seekers tend to be friendly toward other members, and while not generally quick to provide one another with aid against physical threats, a member can usually find a seeker spellcaster willing to cast spells at a 2–5% discount below standard prices (see page 107 of the *Dungeon Master's Guide*).

Symbol of the Seekers of the Song

Illus. by D. Kovacs

Roleplaying Suggestions: The seekers' never-ending pursuit of the knowledge of the primal music means that many of them have motivations beyond those of the rest of an adventuring group. In general, a seeker never allows this underlying need to wholly define his personality, but at the same time, his quest for the primal music provides a foundation on which other activities are built. A seeker might search out performers of renown during the group's downtime, for example, or more fully explore the rumors related to the quest to add to the order's collection of lore.

Typical Guildsman: While each seeker of the song knows that the primal music is a part of his life forevermore, each embraces it in his own way. To some, the primal music is the promise of everlasting peace, a gift to be shared and spread with an almost religious fervor. To others, primal music is a road to absolute power, allowing those skilled in its use to control what they desire and destroy what they despise. For the majority of seekers, though, the primal music is simply the foundation on which the moral and mundane concerns of their lives are built. While the beauty and the need of the music are carried always within them, their commitment to it remains first and foremost personal.

Prestige Classes: Almost every seeker of the song aims to take levels in the seeker of the song prestige class, though not all will attain that goal. Those most passionate about seeking the primal music generally focus on the bard's path

as they advance in power, but just as many seekers leave themselves free to pursue other goals as they develop their ability to produce and manipulate the primal music. Though uncommon, many of the most powerful and accomplished seekers have levels in other bardlike prestige classes such as the stormsinger (from *Frostburn*) and the war chanter (from *Complete Warrior*).

Most members of the seeker of the song prestige class belong to the order, but many evil bards with levels in the prestige class eschew the order to pursue the primal music exclusively for their own ends.

Lore of the Seekers: Seekers spread and believe in many different tales regarding the origin of the primal music. The one that has the most boisterous adherents (and sees the most rancorous debate) posits that some three thousand years past, an angelic being named Karoninwaithe brought the sounds of the primal music to Haeldriss Fey, an elf bard of great skill who devoted the rest of his days to spreading the primal music and seeking to more fully understand its power. Other sages (and even some seekers as well) claim that Karoninwaithe was actually a fiend in disguise, and that the music that the seekers touch is actually a form of infernal power. Those who espouse this theory believe in the captivating nature of the music, and they point out how creatures once controlled by a powerful seeker are often driven to seek further exposure to the primal music.

A Seeker Campaign: A campaign that includes the primal music as a major theme or focus offers many possibilities. The primal music can be seen as an underlying power that all characters are exposed to and will seek more of as the campaign progresses, or it might be one of many paths to power, possibly aligning with or competing against existing arcane and divine orders. Variations on the idea of primal music as a source of magical power might include establishing that primal music is the machination of a powerful evil creature or deity (possibly tying into or expanding on the opposing views surrounding the Karoninwaithe legend).

THE WAYFARERS UNION

In lands where arcane spellcasters are common and magic is prevalent, people in a hurry can avail themselves of a particularly useful trick: hiring a wizard to cast *teleport* to take them where they need to go. The Wayfarers Union grew out of an effort to standardize the rates and procedures for such travel, to provide a medium through which willing spellcasters could earn the high fees associated with such services, and to give paying clients a way to quickly find spellcasters capable of taking them where they want to go.

Wayfarers Union offices exist in a number of cities. Most offices are small, each serving as a base for no more than two or three spellcasters—who are rarely to be found sitting around and waiting for potential clients. Instead, the wayfarers retain a small staff of nonspellcasting agents to "work the desk." When a client comes in seeking quick transportation, the agents contact whichever union spellcaster happens to be available. A wayfarer can usually be ready to travel within the hour, but it's not unusual for all the union spellcasters in an office to be away at the same time or booked ahead by other clients, so that additional teleportation services might not be available for several days. Offices in large or prosperous cities tend to have more union spellcasters available, with correspondingly shorter and fewer periods of unavailability.

The Wayfarers Union prides itself on delivering its customers to any location that can be identified and sufficiently described, although any union member reserves the right to refuse transportation to a particularly dangerous or imprecise destination.

Wayfarers Union Services and Fees

Service	Cost*
Teleport, one-way, very familiar area	900 gp
Teleport, one-way, studied area	1,080 gp
Teleport, one-way, area seen casually	1,260 gp
Teleport, one-way, area viewed once	1,440 gp
Teleport, one-way, description only	1,620 gp
Greater teleport	1,820 gp
Teleportation circle, very familiar area	3,060 gp
Scroll of teleport	1,125 gp
Scroll of greater teleport	2,275 gp

*Includes return travel of union caster. All costs cut by 25% with a contract for ten or more travel spells. All costs to hazardous locales are doubled.

Joining the Union: Anyone who can cast *teleport* or employ some equivalent ability is welcome to join the Wayfarers Union. While spellcasters are preferred, some nonarcanists have joined the guild, relying on a *helm of teleportation* or similar device to provide travel services. The initiation fee is 200 gp, and each member pays the union dues equal to 20% of all income gained through employing travel magic for clients, usually remitted on a quarterly basis. More than a few members "forget" to keep track of the exact amount of dues they owe, but only the most egregious offenders are censured for this behavior.

Player Benefits: Members of the Wayfarers Union have access to the wayfarer guide prestige class, although taking this class is not mandatory. Wayfarers have numerous contracts to supply teleportational shipping, and they also undertake particularly dangerous assignments.

The great benefit of belonging to the union is the opportunity to make a lot of money by offering spellcasting services. Whenever a wayfarer is in a town with a union office, he can report to the local Travel Board on his availability for transportation. If a client comes in with a request for transportation, the member will be notified and given an opportunity to accept or decline the assignment. In busy offices, the union members generally respect a "queue" of availability, so that everyone has a fair chance to take on a client.

Wayfarers who frequently decline assignments tend to fall to the bottom of the queue, since the desk agents don't like to waste time looking for spellcasters who are likely to say no.

The frequency of opportunities to take on teleportation assignments is left to the DM's discretion. As a rough rule of thumb, about one person per month seeks teleportation services in a small city, one person per week in a large city, and two people per week in a metropolis. Cities that serve as centers of government for large realms often have much more traffic in the form of royal agents and diplomats going from place to place, and cities that are especially prosperous or blessed with magical qualities tend to have more traffic as well.

Roleplaying Suggestion: Mages who don't like other people and who don't see any need to cater to crass commerce generally don't join the Wayfarers Union. You've joined the union because you like making money, and you're not afraid to say so. Many of your fellow members are mages who would normally regard you as a rival or even an enemy, so union membership provides you with an opportunity to develop a professional relationship with a spellcaster you might otherwise have nothing to do with.

Establishing the nature of your relationship with regular clients or unusual customers is an excellent way to offer the DM potential adventure hooks. You're not supposed to be too curious about who you're taking where, but you can't keep from noticing when you teleport someone into a dangerous situation or you seem to be aiding and abetting people engaged in nefarious goals.

Typical Member: Many mages join the union to meet a short-term financial challenge, and then allow their memberships to lapse once they've earned a few thousand gold pieces. For this reason, in practice, there really isn't a "typical" wayfarer. A black-hearted necromancer with a penchant for horrible acts of evil might put himself on his best behavior and make himself available for spellcasting if he needs the money and the local Travel Board decides that he won't cause trouble while engaged in legitimate magical commerce.

Active union members must serve two months per year on the Travel Board, which is based in the union's headquarters in a given city and deals with clients seeking magical travel. The Travel Board oversees the operation of the desk, collects dues from members, and administers the queue of on-call spellcasters. A character serving his stint on the Travel Board can expect union business to require his presence in the office one or two days per week. There's no reason why Travel Board members can't keep their place in queue and continue to accept assignments, but in very busy offices it's considered good form to drop out of queue while serving on the Board.

Prestige Classes: While many members of the Wayfarers Union choose to take levels in the wayfarer guide prestige class, most do not. Any sorcerer or wizard who knows the *teleport* spell is perfectly capable of carrying out at least some of the assignments offered by the union.

ARCANE LORE

All arcanists dream of mastering magical secrets known to no other spellcasters, and almost without exception, taking up the practice of magic is the beginning of a lonely and difficult exploration of powerful mysteries and secrets forgotten to all but a few. The particular talents and inclinations of a student of the arcane quickly lead him into places few others go; although a group of warmages might share much knowledge and many of the same spells when they finish their training, the moment they embark on their own personal travels and studies, their skills and lore become their own. One might hone an interest in the arts of item creation, with his feats, skills, and spell choices reflecting his talent. Another might stumble across the forgotten secrets of an ancient sect and become Born of the Three Thunders, a master of lightning and sonic spells. No matter how common the origins of any group of arcane spellcasters, each arcanist ultimately follows his own path.

MULTICLASS SPECIALISTS AND PROHIBITED SCHOOLS

As discussed on page 57 of the *Player's Handbook*, a specialist wizard pays for an increased affinity for the spells of his chosen school by selecting two prohibited schools (or just one, in the case of the diviner) whose spells, as well as spell trigger and spell completion items using those spells, are forever denied to him. One way around at least part of this restriction is for a specialist wizard to take levels in sorcerer, using his sorcerer spellcasting ability to master the spells and magic items he cannot use as a wizard.

Such an approach carries costs, of course—first and foremost, the fact that spellcasting ability in the two arcane classes doesn't stack. A 7th-level necromancer/5th-level sorcerer casts spells from each class at the appropriate level, while a single-classed necromancer of caster level 12th has access to higher-level spells, better spell penetration checks, and better level-based variables. In the same way that a single-classed sorcerer gains an advantage over a wizard in the number of spells he can cast per day at the expense of delaying increases in spell power until higher levels, a multiclass sorcerer/wizard drastically increases his daily spell output, but at the cost of decreasing the maximum level and power of those spells.

The most efficient way to create a multiclass sorcerer/wizard is often to take relatively low levels in sorcerer (no more than two or three) and the rest of the character's levels in the wizard specialist class. This approach gives the character access to any prohibited schools through the sorcerer class, and though he won't be able to know or cast higher-level spells of those schools, he can freely use any spell trigger items based on spells of the formerly prohibited school or schools.

ALTERNATIVE SPELLBOOKS

Chapter 5 describes several options for designing, protecting, and disguising a wizard's spellbook. While arcane script remains the default medium in which most wizards record the details of the spells they prepare, standard spellbooks aren't the only means available for storing the workings of magic.

Arcane Geometry

A small number of wizards study the magic inherent in precisely scribed designs and perfect angles, abandoning the standard arcane symbology of words and equations. The spellbook of a geometer (see page 40), its pages filled with painstakingly precise diagrams of circles, arcs and angles, looks nothing like the spellbook of another wizard. While a standard spellbook requires a number of pages scribed with phrases and formulae to record a single spell of 2nd level or higher, a geometer can record any spell of any level on only a single page of his book.

Learning to record and prepare spells through arcane geometry is almost as difficult as learning to prepare wizard spells in the first place, so to use this new symbology for his spellbooks, a wizard must take levels in the geometer prestige class.

Structures

More impressive than even the most extravagant grimoire, permanent structures (circles of standing stones, pyramids, labyrinths, towers, and the like) can be used to record the workings of arcane spells. At the simplest level, walls can be graven or painted with spell scripts (essentially serving as an oversized spellbook of plaster and stone), while in other cases, a structure's very form and arrangement can serve to record arcane information. A ring of standing stones each carved with a single glyph, for instance, could provide an arcanist with the information necessary to determine how the spell is to be cast from their physical orientation.

Aside from the advantage of its permanence and strength, a structure can record spells that can then be prepared or learned by any number of spellcasters for as long the structure stands. At the same time, that openness means that anyone who visits the site (friend or foe) might be able to comprehend and ultimately use the spell scribed there.

Preparing a spell from a structure works like preparing a spell from a borrowed spellbook (see page 178 of the *Player's Handbook*). A spellcaster must first decipher the arcane markings with a *read magic* spell or a Spellcraft check (DC 20 + spell level), then succeed on a Spellcraft check (DC 15 + spell level) to prepare the spell. An arcanist can also scribe a structure spell into his spellbook (as if transcribing from another caster's spellbook) if he so desires.

Wall Spells: Carving or painting an arcane formula on a structure's walls works much like scribing a spell into a spellbook on a larger scale. It takes 100 square feet of wall space to serve as one page of a spellbook (so that a 9th-level spell requires 900 square feet, or an area 30 feet on a side), and with the increased size, an arcanist must use up a greater volume of special materials to record the spell (a cost of 300 gp per spell level).

Recording a spell on a wall requires a 24 hours plus an additional 12 hours per 100 square feet of space used, and the spellcaster scribing the wall must succeed on a DC 15 Craft (painting) check. Carving or chiseling a spell into a wooden or stone wall requires a 24 hours plus an additional 48 hours per 100 square feet of space used, and requires the spellcaster to succeed on a DC 20 Craft (woodworking) or Craft (stoneworking) check.

It's possible for a wizard to map out the precise symbols to be painted, cut, or carved without doing the final work. Preparing the surface by sketching or penciling the design in such a way that workers unfamiliar with the spell can then paint or carve its symbols requires a Spellcraft check (DC 15 + spell level) and takes 24 hours plus an additional 1 hour per 100 square feet, after which other workers can make Craft checks in the wizard's place and complete the process as described above.

Structure Spells: Designing an entire building or edifice to preserve arcane knowledge is a challenging proposition, and a structure so designed must generally have an area of at least two 10-foot cubes per spell level to be recorded—passages cut to precise measurements, mosaic paths picked out on a flagstone floor, freestanding monoliths, walls, arches, buttresses, or almost any other type of feature whose design and orientation might convey information. Special materials must be used in the structure's preparation, costing at least 1,000 gp per 10-foot cube of area over and above the cost of construction. For those who wish it, a comprehensive breakdown of designing and building in a D&D campaign can be found in *Stronghold Builder's Guidebook*.

The structure must be designed by a wizard who knows the spell to be recorded. The wizard must make a successful Knowledge (architecture and engineering) check (DC 20 + the level of the spell to be recorded), then personally oversee construction for at least 4 hours per day. Construction is halted temporarily if the wizard can't oversee the job for any reason, and though there's no limit to how long it might take to complete construction, hired workers generally need to be paid their full daily wage while awaiting the wizard's return.

Structures designed to record arcane spells are usually much less obvious than walls painted with arcane symbols, and special instruction is generally required for wizards who seek to prepare them. A wizard without this special instruction takes a –5 penalty on Spellcraft checks made to decipher, prepare, or copy structure spells.

Tattoos

By the use of tattoos, some wizards turn their own bodies into spellbooks, and high-level tattooed mages can often be covered with arcane designs and symbols from head to toe. Some spell tattoos can be placed so that the caster can read them simply by looking down, while others need the

aid of mirrors or even a familiar to study their tattoos.

Tattooing offers a means of creating a spellbook that's virtually impossible to lose. It does have the disadvantage of the limited amount of usable spell-recording space on the average humanoid-shaped body, as well as the possibility of having to partially or completely undress to reference every spell in one's repertoire. Tattooing also usually provides unmistakable evidence of a character's arcane nature, denying the opportunity for anonymity that many arcanists crave.

For creatures with humanoid forms, different areas of the body can hold varying page-equivalents of spellbook information, depending on their size.

Body Area	Spellbook Equivalent
Hand	1 page each
Forearm	3 pages each
Upper arm	3 pages each
Chest	6 pages
Abdomen	6 pages
Upper leg	5 pages each
Lower leg	5 pages each
Foot	1 page each
Face*	2 pages
Scalp*	4 pages
Back, upper*	10 pages
Back, lower*	4 pages
Leg, posterior*	4 pages each
Arm, posterior*	2 pages each

*A wizard cannot read spells in these locations without the use of a mirror, scrying magic, or a familiar's assistance.

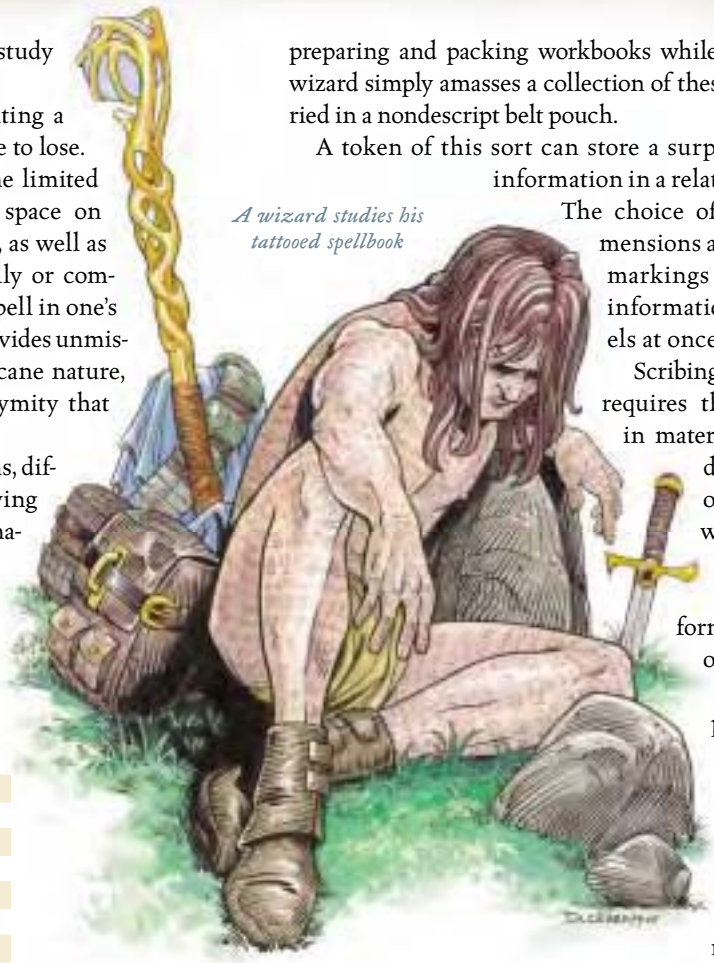
Because tattoos must save on space to fit in a comparatively small area, they must be scribed with great care and the finest reagents and inks, requiring 200 gp per page-equivalent, a time of 24 hours plus an additional 8 hours per spell level, and a Craft (tattooing) check (DC 20 + spell level if the caster scribes the tattoo himself; DC 10 + spell level if someone else does the work). To have the work done by another tattoo artist, the wizard must make a Spellcraft check (DC 15 + spell level) to prepare a carefully executed sketch or diagram of the tattoo to be scribed. Tattoos that can't be read by a wizard without assistance (those placed on areas of his body he can't always see) must be scribed by someone else.

Wizards who employ other forms of tattoo magic (such as those found in the Forgotten Realms campaign setting) can employ spellbook tattoos as well, but they must keep careful track of how much body space is allocated to each tattoo type.

Tokens

A number of wizards scribe spells as engravings on stones, bones, wooden rods, ivory or teeth, or statuettes. Instead of preparing and packing workbooks while adventuring, the wizard simply amasses a collection of these items, often carried in a nondescript belt pouch.

A token of this sort can store a surprising amount of information in a relatively small space. The choice of material, its dimensions and shape, and the markings on it all convey information on several levels at once.



A wizard studies his tattooed spellbook

Illus. by D. Crabapple

Scribing spells onto tokens requires the same expense in materials as for a standard spellbook. An object holds anywhere from 1 to 9 page-equivalents of spellbook information, depending on its size.

A single complex spell can be recorded on a set of similar objects, so a necromancer might record *enervation* (4th level) onto four rune-scribed finger bones with a capacity of 1 spellbook page each (although if one of the finger bones goes missing, the others are unusable).

Object Size	Spellbook Equivalent
Slingstone, finger bone*, hand crossbow bolt	1 page
Cobblestone, arm bone*, rod	4 pages
Skull*, club, leg bone*	6 pages
Staff	9 pages

*From a Medium creature. For each size category larger than Medium, increase the bone's spellbook equivalent pages by 50%, so that the skull of a Large creature could be used to scribe nine pages of spells. For each size category smaller than Medium, decrease the bone's spell equivalent pages by 50%.

Scribing a spell on a spell token takes 24 hours plus an additional 8 hours per spell level, and the spellcaster must succeed on an appropriate Craft check (woodworking, gemcutting, or a similar skill) with a DC of 10 + spell level to record the spell successfully.

Tokens can be designed for "reading" by touch alone, enabling spells to be prepared even in darkness or while blinded, but a wizard preparing such spells must spend an additional 5 minutes per spell over and above the time the spells would normally take to prepare, and succeed on a Search check (DC 15 + spell level). Retries are permitted, so a wizard can take 20 on the check if desired, but doing so further lengthens the preparation time.

PATRON DEITIES

Mages tend to give much less thought to the affairs of deities than most other characters do, since their view of the miraculous capabilities of deities in the physical world is tempered by the arcane power they command. Though few arcanists take their views to extreme levels, some high-level wizards and sorcerers with an inclination toward megalomania have been known to think of themselves as deities in the making, moving beyond disrespect to an outright challenging of the deities themselves.

For the majority of mages, though, arcane power comes with merely mortal ambitions, and they regard the deities in much the same way that any confident but sensible creature of significant personal power does—as formidable beings worthy of worship or at least respect.

Common Patron Deities

Most human wizards who choose to revere a single deity above all others venerate Boccob, Lord of All Magics, or Wee Jas, the Ruby Sorceress. Boccob is a distant and aloof deity who rarely shows favor to his worshipers or acts against their enemies, but wizards admire the Archmage of the Deities for his intellect and meticulous nature, easily following his philosophies of objectivity, careful study, and inquiry into everything. Sorcerers and bards have less interest in Boccob's dispassionate teachings, and they usually take a patron deity whose traditions reflect some aspect of their less structured lives.

Wee Jas represents a darker approach to magic; while followers of Boccob seek arcane power as an end in itself, those who follow Wee Jas see magic as a means to achieving some measure of control over fate. The Witch Goddess favors those who have the strength to forge their own destinies, and powerful arcanists are heavily numbered among the rare mortals who do so. Because most sorcerers and bards disdain the notion of fate controlling their actions, few become followers of Wee Jas.

Elf mages often revere Corellon Larethian, leader of the elven pantheon and patron of the magic that is the elf race's highest art. Elf culture and society perceives less estrangement between arcane and divine magic than most races, and elf mages often hold high positions in Corellon's temples. From a desire to strengthen their connection to the arcane history of their elf side, many half-elf spellcasters venerate Corellon Larethian as well.

Uncommon Patron Deities

Olidammara is a favorite deity among bards of many races, because the Laughing Rogue well suits the bard's love of bold escapades, quick wits, and song. Even evil bards often find Olidammara a worthy patron, and sorcerers with especially independent spirits often take him as their patron as well.

Though few admit it openly, a great number of evil sorcerers and wizards revere Vecna, the Whispered One—possibly the greatest living wizard (and certainly the greatest unliving) of any age. Vecna's terrible accomplishments are still spoken of long centuries after his divine ascension, and those enthralled by the love of secret power are often drawn to worship the Maimed Lord.

Rare Patron Deities

Some spellcasters choose to revere deities whose portfolios don't include magic, simply because their larger desires and beliefs echo that deity's teachings and laws. For some, the society in which they were brought up plays a part in this outlook, so a sorcerer might worship St. Cuthbert after being steeped in the tenets of that deity's faith as a youth. In other cases, the devout follower of a nonarcane deity might view his spellcasting talents simply as one more weapon in the arsenal of his faith, and virtually all churches count powerful arcane spellcasters among their faithful.

Of the nonarcane deities, Pelor and Hextor are the ones most commonly venerated by arcane spellcasters. Pelor's faith is widespread, and his servants crusade tirelessly against evil, a credo that appeals to many good arcanists. Evil mages who believe that their arcane might gives them an innate right to power find the faith of Hextor, deity of tyranny, an appealing one.

Many necromancers look upon Nerull's grim work with dark admiration. While not all necromancers worship the Reaper of Flesh, rare indeed are those who don't at least acknowledge his power.

EPIC ARCANE CHARACTERS

The *Dungeon Master's Guide* provides rules for going beyond the 20th-level limit established in the *Player's Handbook*, taking epic characters to 21st level and higher. Though all epic characters use those rules to govern their advancement and capabilities, this section addresses some issues specifically relevant to epic arcane characters, including advancing to epic levels in prestige classes and new epic feats.

BECOMING AN EPIC ARCANE CHARACTER

The passage from everyday hero to epic hero is noteworthy in any campaign. Where epic fighters and clerics might be known for their weapons or their devotion, epic arcanists are most often renowned for the spells they have created and the arcane power they have mastered over long years of study and toil. As such, arcanists can pursue one of two common paths to arcane epic power—spell creation and epic lore.

Spell creation by an epic character might be a matter of successfully researching a new spell at each spell level, or as difficult as researching one specific spell or ritual that grants epic power when complete. In either case, it might be required that an epic arcanist share the spell or spells by mentoring or tutoring lesser wizards, or scribe new spells into a universal spellbook kept by the deity of magic. Alternatively, a jealous deity might need to be placated with the gift of a spell that no one else knows, and the arcanist

who created it must destroy all knowledge of it (including his own) when done.

Epic lore refers to some unique insight or revelation that must be realized by a prospective attainer of epic power—the discovery of a great and terrible book guarded by fearsome protectors, for instance, or piecing together a cosmic riddle hidden in the movements of the stars through long, meticulous observation. Simply gaining the ability to accomplish this task might require esoteric feats (such as those found in *Book of Vile Darkness* or *Book of Exalted Deeds*), or many ranks in unique Knowledge skills.

EPIC WARLOCKS, WARMAGES, AND WU JEN

The new character classes presented in Chapter 1 of this book use the same style of epic class progression that the *Dungeon Master's Guide* presents for the character classes in the *Player's Handbook*.

Epic Warlock

A being of fell magic, an epic warlock is a supernatural force incarnate, losing all but the smallest fragment of his humanity.

Hit Die: d6.

Skill Points at Each Additional Level: 2 + Int modifier.

Invocations: The epic warlock's caster level is equal to his class level. He does not learn additional invocations.

Eldritch Blast: The epic warlock's *eldritch blast* damage increases by 1d6 at every even-numbered level higher than 20th (10d6 at 22nd level, 11d6 at 24th level, and so on).

Damage Reduction: The epic warlock's damage reduction increases by 1 point (to 6/cold iron) at 23rd level and by 1 additional point every four levels thereafter (7/cold iron at 27th, 8/cold iron at 31st, and so on).

Bonus Feats: The epic warlock gains a bonus feat every three levels higher than 20th (23rd, 26th, 29th, and so on).

Epic Warmage

An epic warmage has perfected the art of destruction and devastation through his magic, able to lay waste to entire armies and cities with horrifying ease.

Hit Die: d6.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: An epic warmage's caster level is equal to his class level. The warmage's number of spells per day does not increase after 20th level, but he can learn additional spells through the advanced learning class feature (see below).

Advanced Learning (Ex): At 21st level and every four levels after (25th, 29th, and so on), the epic warmage can continue to add new spells to his spell list. Spells added must be sorcerer/wizard spells of the evocation school. Once added, they become a part of that warmage's spell list to be cast like any other spell.

Bonus Feats: The epic warmage gains a bonus feat at 23rd level and at every three levels after (26th, 29th, and so on). Bonus feats must be chosen from the following list, and can be selected even if the warmage does not meet the prerequisites.

Epic Warmage Bonus Feats: Automatic Silent Spell*, Automatic Still Spell*, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Energy Resistance, Enhance Spell*, Epic Spell Focus*, Epic Spell Penetration*, Epic Spellcasting, Ignore Material Components, Improved Combat Casting*, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Master Staff*, Master Wand*, Scribe Epic Scroll, Spell Opportunity, Spell Stowaway, Spellcasting Harrier, Tenacious Magic.

*Feats marked with an asterisk are presented under Epic Feats, below. See page 209 of the *Dungeon Master's Guide* (as well as the *Epic Level Handbook*) for descriptions and information on other epic feats.

Epic Wu Jen

The epic wu jen continues to grow apart from society, his mighty powers and strange ways becoming even more frightening to those uninitiated into the mysteries of arcane magic.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: An epic wu jen's caster level is equal to his class level. The wu jen's number of spells per day does not increase after 20th level, but each time the wu jen achieves a new level, he learns two new spells of any spell level that he can cast.

Spell Secret: Every three levels after 18th (21st, 24th, 27th, and so on), the epic wu jen can select one additional spell known to him to become modified as though affected by one of the following feats: Enlarge Spell, Extend Spell, Still Spell, or Silent Spell. The spell's level does not change, and once the spell and the modification are chosen, they cannot be changed. As the wu jen goes up in level, he can choose the same spell to be modified in different ways with multiple spell secrets. He does not need to know a feat in order to apply its effect to the spell. Each time a new spell secret is learned, the wu jen must also choose an additional taboo (see page 16).

Bonus Feats: The epic wu jen gains a bonus feat every three levels after 20th (23rd, 26th, 29th, and so on). Bonus feats must be chosen from the following list, and can be selected even if the wu jen does not meet the prerequisites.

Epic Wu Jen Bonus Feats: Augmented Alchemy, Automatic Quicken Spell*, Automatic Silent Spell*, Automatic Still Spell*, Enhance Spell*, Epic Spell Focus*, Epic Spell Penetration*, Epic Spellcasting, Ignore Material Components, Improved Combat Casting*, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spontaneous Spell, Superior Initiative, Tenacious Magic.

*Feats marked with an asterisk are presented under Epic Feats, below. See page 209 of the *Dungeon Master's Guide* (as well as the *Epic Level Handbook*) for descriptions and information on other epic feats.

EPIC PRESTIGE-CLASS CHARACTERS

The *Dungeon Master's Guide* has information on advancing characters of the basic classes beyond 20th level (see Epic Characters, page 206). You can also advance beyond 10th level in a prestige class that already offers ten levels, but only if your character level is already 20th or higher. You cannot advance in a prestige class with fewer than ten levels beyond the maximum level indicated for that class, regardless of your character level.

When an epic-level character advances beyond 10th level in a prestige class, he follows all the rules presented in the *Dungeon Master's Guide*. In addition, the DM must create an epic-level progression for the prestige class, just as the *Dungeon Master's Guide* presents epic-level progressions for the classes from the *Player's Handbook*. Many, but not all, class features continue to accumulate after 10th level. The following guidelines describe how to create an epic prestige class progression, and are followed by a sample epic progression for the mage of the Arcane Order class (presented on page 48).

- Base save bonuses and base attack bonus don't increase after 20th character level, and since a character can't take an epic progression in a prestige class without being at least a 21st-level character already, there are no base save or base attack columns for prestige classes beyond 10th level. Instead, use Table 6–18: Epic Save and Epic Attack Bonuses, page 206 of the *Dungeon Master's Guide*, to determine the character's epic bonus on saving throws and attack rolls.
- A character continues to gain Hit Dice and skill points as normal beyond 10th level.
- Generally speaking, any class feature that uses class level as part of a mathematical formula (such as a loremaster's lore check) continues to increase as normal by class level. However, any prestige class feature that calculates a save DC using the class level (such as the assassin's death attack) should add only one-half the character's class levels above 10th. Thus, a 19th-level wizard/14th-level assassin's death attack would have a DC of 22 + Int modifier (base 10 + 10 class levels + 1/2 class levels above 10th). Without this adjustment, the save DC for epic character prestige class abilities increases at a much higher rate than those of normal class abilities.
- For spellcasters, caster level continues to increase after 10th level at the same rate it did during the ten levels of the prestige class. Thus, a 13th-level loremaster adds thirteen to the caster level of his original class to determine total caster level. However, spells per day don't increase after 20th caster level.
- The powers of familiars, special mounts, and fiendish servants continue to increase as their masters gain levels if they're based on a formula that includes the character's level.
- Any class features that increase or accumulate as part of a repeated pattern (such as an assassin's sneak attack damage) typically also continue to increase or accumulate after 10th level at the same rate. For instance, a 10th-level rogue/15th-level assassin would deal an extra 13d6 points of damage with a successful sneak attack (5d6 from rogue levels and 8d6 from assassin levels). An exception to this rule is any bonus feat progression granted as a class feature. Bonus feats gained by a prestige class don't increase with epic levels. The prestige class instead gains a new bonus feat progression that varies from class to class (see the next item).
- In addition to the class features retained from nonepic levels, each prestige class gains bonus feats at a certain rate (usually every two, three, four, or five levels after 10th). These bonus feats augment each class's progression of class features, not all of which improve after 10th level, and are in addition to the feat that every character gains every three levels.
- Epic prestige classes don't gain any new class features, and class features with a progression that slows or stops before 10th level or that have a limited list of options (such as the loremaster's list of secrets) typically don't improve as a character gains epic prestige class levels. Likewise, class features that are gained only once and do not improve as a character rises in level (such as a barbarian's fast movement) also do not improve at epic levels.

Sample Prestige Class Epic Progression: The Epic Mage of the Arcane Order

An epic mage of the Arcane Order displays a great thirst for arcane knowledge. His associations with his guild and the Spellpool grow to new heights.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: An epic mage of the Arcane Order's caster level increases by one for each new mage of the arcane order level he attains. A mage of the Arcane Order's number of spells per day does not increase after 10th level. If a mage of the Arcane Order memorizes his spells from a book (as a wizard does), then each time he achieves a new spell level he learns two new spells of any level that he can cast.

Bonus Language: For every four levels higher than 10th (14th, 18th, and so on), a mage of the Arcane Order gains another bonus language.

Bonus Feats: An epic mage of the Arcane Order gains a bonus feat every four levels after 10th.

Spellpool: If you have access to the *Epic Level Handbook*, an epic mage of the Arcane Order can also call epic spells from the Spellpool as long as he has the Epic Spellcasting feat. Treat epic spells as 10th-level spells for the purpose of accumulating Spellpool debt. A DM might wish to rule that certain epic spells are unavailable to an epic mage of the Arcane Order on a case-by-case basis.

EPIC FEATS

The feats below are available only to characters of at least 21st level. All feat descriptions presented here supersede earlier versions that may have appeared in other supplements.

Automatic Quicken Spell [Metamagic]

You can cast any of your lesser spells with a moment's thought.

Prerequisites: Quicken Spell, Spellcraft 30 ranks, ability to cast 9th-level arcane or divine spells.

Benefit: You can cast all 0-level and 1st-level spells as quickened spells without using higher-level spell slots. The normal limit to the number of quickened spells you can cast per round applies. Spells with a casting time of more than 1 full round can't be quickened.

Special: You can gain this feat multiple times. Each time you take it, the spells of your next level can be quickened with no adjustment to their spell slots. Thus, a wizard who took this feat twice could quicken his 0-level through 2nd-level spells with no adjustment to their spell slots.

This feat doesn't increase the casting time for those spells that normally require a full-round action to cast in metamagic form (including bard spells, sorcerer spells, and spontaneously cast spells such as a good cleric's *cure* spells).

Automatic Silent Spell [Metamagic]

You can cast any of your lesser spells silently.

Prerequisites: Silent Spell, Spellcraft 24 ranks, ability to cast 9th-level arcane or divine spells.

Benefit: You can cast all 0-, 1st-, 2nd-, and 3rd-level spells as silent spells without using higher-level spell slots.

Special: You can gain this feat multiple times. Each time you take it, the spells of your next three highest spell levels can be silenced with no adjustment to their spell slots. Thus, a wizard who took this feat twice could silence his 0-level through 6th-level spells with no adjustment to their spell slots.

This feat doesn't increase the casting time for those spells that normally require a full-round action to cast in metamagic form (including sorcerer spells and spontaneously cast spells such as a good cleric's *cure* spells), but, as with the Silent Spell metamagic feat, bard spells cannot be affected by this feat.

Morthos the warlock as an epic character

Illus. by R. Spencer

Automatic Still Spell [Metamagic]

You can cast any of your lesser spells without gestures.

Prerequisites: Still Spell, Spellcraft 27 ranks, ability to cast 9th-level arcane or divine spells.

Benefit: You can cast all 0-, 1st-, 2nd-, and 3rd-level spells as stilled spells without using higher-level spell slots.

Special: You can gain this feat multiple times. Each time you take it, the spells of your next three highest spell levels can be stilled with no adjustment to their spell slots. Thus, a wizard who took this feat twice could still his 0-level through 6th-level spells with no adjustment to their spell slots.

This feat doesn't increase the casting time for those spells that normally require a full-round action to cast in metamagic form (including bard spells, sorcerer spells, and spontaneously cast spells such as a good cleric's *cure* spells).

Enhance Spell [Metamagic]

You can increase the power limit of your damage-dealing spells.

Prerequisite: Maximize Spell.

Benefit: The damage cap for your spells increases by 10 dice for spells that deal a number of dice of damage equal to your caster level (such as *fireball*) or by 5 dice for spells that deal a number of dice of damage equal to half your level (such as *searing light*). An enhanced spell uses up a spell slot four

levels higher than the spell's actual level (or as modified by any other metamagic feats).

This feat has no effect on spells that don't specifically deal a number of dice of damage equal to your level or half your level, even if the spell's effect is otherwise dictated by your level. Thus, it has no effect on *magic missile* (though your level determines how many missiles you fire), *Melf's acid arrow* (though your level indicates how many rounds the acid deals damage), or *produce flame* (though you add your level to the base 1d4 points of damage dealt).

Epic Spell Focus

Choose a school of magic, such as illusion. Your spells of that school are far more potent than normal.

Prerequisites: Greater Spell Focus in the selected school, ability to cast at least one 9th-level spell of the selected school.

Benefit: Add +1 to the DC of all saving throws against spells from the school of magic you select. This bonus stacks with the bonuses from Spell Focus and Greater Spell Focus.

Special: You can gain this feat multiple times but its effects do not stack. Each time you take the feat, it applies to a different school of magic.

Epic Spell Penetration

Your spells are tremendously potent, breaking through spell resistance with ease.

Prerequisite: Greater Spell Penetration.

Benefit: You get a +2 bonus on caster level checks made to overcome a creature's spell resistance. This bonus stacks with the bonuses from Spell Penetration and Greater Spell Penetration.

Improved Combat Casting

You heighten your ability to cast spells while threatened without fear of being attacked.

Prerequisites: Combat Casting, Concentration 25 ranks.

Benefit: You get a bonus equal to 1/2 your caster level on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.

Master Staff

You can activate a staff without using a charge.

Prerequisites: Craft Staff, Spellcraft 30 ranks.

Benefit: When you activate a staff, you can expend a spell slot instead of using a charge. The spell slot must be one you have not used for the day, though you can lose a prepared spell to emulate a staff charge (but you cannot lose prepared spells from a specialty school). The spell slot expended must be equal to or higher in level than the specific spell stored in the staff (including any level-increasing metamagic enhancements).

You cannot emulate a charge for a staff power or ability that does not match a specific spell. For example, you can use this feat to lose a prepared 3rd-level spell to activate *lightning bolt* from a *staff of power*, but you can't lose a spell to double the staff's melee damage because that power doesn't match a specific spell.

Master Wand

You can activate a wand without using a charge.

Prerequisites: Craft Wand, Spellcraft 15 ranks.

Benefit: When you activate a wand, you can expend a spell slot instead of using a charge. The spell slot must be one you have not used for the day, though you can lose a prepared spell to emulate a wand charge (but you cannot lose prepared spells from a specialty school). The spell slot expended must be equal to or higher in level than the spell stored in the wand (including any level-increasing metamagic enhancements).

Appendix

The prestige class sample characters and arcane monsters in this book are organized below by Challenge Rating.

CR	Character or Creature	Page
2	Chaggrin (earth grue)	153
2	Harginn (fire grue)	154
2	Ildriss (air grue)	155
2	Pseudonatural hippogriff	160
2	Vardigg (water grue)	155
4	Spellstitched ghast	161
6	Dire lion effigy	152
8	Cotter Maggin, male human sorcerer 6/ blood magus 2	29
8	Fenlun Herlendal, male gnome illusionist 7/ effigy master 1	31
8	Sheris Liaday, female human monk 1/ sorcerer 4/enlightened fist 3	36
8	Theogrin Raablek, male human barbarian 4/ sorcerer 1/Green Star adept 3	43
9	Vorta Nehalem, male human warlock 6/ acolyte of the skin 3	20
9	Turial Edemont, male human wizard 5/ mage of the Arcane Order 4	50
10	Kal Brandric, male halfling sorcerer 6/ mindbender 4	56
10	Kyevera Luerten, female elf warmage 6/ elemental savant 4	34
10	Raadi Weskil, male human sorcerer 8/ fatespinner 2	38
10	Trillia Lilleir, female human conjurer 5/ alienist 5	23
11	Cahlo Sheebrehl, male human fighter 7/ Suel arcanamach 4	65
11	Filas Lamean, male half-elf abjurer 6/ geometer 5	40
11	Iaryo Felunnda, female human abjurer 9/ Initiate of the Sevenfold Veil 2	47
11	Mekkhier Saadren, male human sorcerer 8/ master transmogrifist 3	53
11	Revena Callordin, female half-elf sorcerer 5/ wild mage 6	70
12	Erbera Anvilheart, female dwarf conjurer 9/ wayfarer guide 3	66
12	Faerjan Laughingsong Skoras, female gnome bard 10/sublime chord 2	62
12	Maralea Duskwood, female half-elf bard 10/ seeker of the song 2	59
12	Silveth Agreimal, female elf sorcerer 10/ argent savant 2	25
17	Air monolith	156
17	Earth monolith	157
17	Fire monolith	158
17	Water monolith	158

Arcane Power at Your Fingertips

Every sentient creature is born with some potential to work magic. However, true mastery of arcane magic requires skill, practice, and power beyond the reach of common folk—specifically, the power to harness raw magic and shape it into a desired effect. You are among those gifted few who have learned to channel arcane magic, shaping it to serve your creative or destructive whims.

This D&D® supplement is intended for players and Dungeon Masters. In addition to providing the definitive treatise on arcane magic, it expands the character options available to users of arcane magic, including bards, sorcerers, wizards, assassins, warlocks, and wu jen. Herein you'll find never-before-seen prestige classes, spells and invocations, magic items, alchemical items, heritage feats, and reserve feats (a new type of feat that grants special abilities to those who remain charged with magical power). Alternative class features give other character classes—from the barbarian to the rogue—a little taste of what it's like to be an arcanist without sacrificing their core identities.

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